HOYLE's
GAMES
IMPROVED:

Being practical Treatises on the following
Fashionable Games, viz.

WHIST,	CHESS,
Quadrille,	Cricket,
Backgammon,	Tennis,

IN WHICH ARE ALSO CONTAINED

The Methods of Betting at these Games
upon equal or advantageous Terms.

INCLUDING

The Laws of each Game, as fixed and
agreed to at White's and Saunder's Chocolate
House.

ADVERTISEMENT.

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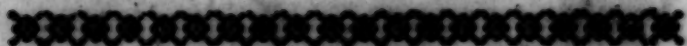
To the READER.

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T. Wood.

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By EDMOND HOYLE, Gent.

The Laws of the Game, and an Explanation of the Calculations which are necessary to be understood by those who would play it well.

AND ALSO

A DICTIONARY for WHIST, *which resolves almost all the critical Cases that may happen at the Game.*

To which is added,

An ARTIFICIAL MEMORY:

Or, An easy Method of assisting the Memory of those that play at the GAME of WHIST.

A SHORT

TREATISE

On the GAME of

WHIST,

IT is neceſſary to premiſe, that thoſe, who in-
tend to read this Treatiſe, are deſired to peruſe
the following Calculations; and they need only
charge their Memories with thoſe that are marked
with a N. B. upon which the whole reaſoning
of this Treatiſe depends.

CALCULATIONS, *directing, with moral Certainty,
how to play well any Hand or Game, by ſhewing
the Chances of your Partner's having* 1, 2, *or* 3
certain Cards.

For EXAMPLE.

I Would know what is the Chance of his having
one certain Card?

<div align="right">

againſt for
him. him.

</div>

Anſwer.

That he has it not is, *N. B.*   2 to 1

II. I would know what is the Chance of his
having two certain Cards?

<div align="center">B 2</div><div align="right">*Anſwer.*</div>

	againſt him.	for him.

Anſwer.

	againſt him.	for him.
That he has one of them only, is	31 to	26
That he has not both of them,	17	2
But that he has one or both is about ⎱ 5 to 4, or *N. B.* ⎰	25	32

III. I would alſo know what are the Chances of his having three certain Cards?

Anſwer.

	for him.	againſt him.
That he holds one of them only, is 325 for him, to 378 againſt him, or about	6 to	7
That he has not two of them only, is 256 for him, to 547 againſt him, or about	2	7
That he has not all three of them, is 22 for him, to 681 againſt him, or about	1	31
But that he has one or two of them, is 481 for him, to 222 againſt him, or about	13	6
And that he has one, two, or all three of them, is about *N. B.*	5	2

An Explanation and Application of the Calculations neceſſary to be underſtood by thoſe who are to read this Treatiſe.

Firſt CALCULATION.

IT is 2 to 1 that my Partner has not one certain Card.

To

To apply this Calculation, let us suppose the right-hand Adversary leads a Suit, of which you have the King, and one small Card only, you may observe that it is 2 to 1 by putting on your King, that the left-hand Adversary cannot win it.

Again, Let us suppose that you have the King, and three small Cards of any Suit, likewise the Queen, and three small Cards of any Suit, I would know which is the best Suit to lead from? *Answer,* From the King, because it is 2 to 1 that the Ace does not lie behind you; but it is 5 to 4 that the Ace or King of any Suit lies behind you, and consequently, by leading from your Queen Suit, you play to a Disadvantage.

2d CALCULATION. It is 5 to 4 at least, that your Partner has one Card out of any two certain Cards; the like Odds is in Favour of your right-hand and left-hand Adversaries: therefore, suppose you have two Honours in any Suit, and knowing that it is 5 to 4 that your Partner holds one of the other two Honours, you do by this Knowledge play your Game to a greater Degree of Certainty.

Again, Let us suppose that you have the Queen and one small Card in any Suit only, and that your right-hand Adversary leads that Suit, if you put on your Queen, it is 5 to 4 that your left-hand Adversary can win it, and therefore you play 5 to 4 to your Disadvantage.

3d CALCULATION. It is 5 to 2 that your Partner has 1 Card out of any 3 certain Cards.

Therefore, suppose you have the Knave and 1 small Card dealt you, and that your right-

B 3   hand

hand Adversary leads from that Suit, if you put
on the Knave, it is 5 to 2 that your left-hand
Adversary has either Ace, King, or Queen of
the Suit led, and therefore you play 5 to 2
against yourself; besides, there is a further
Consideration, by making a Discovery to your
right-hand Adversary, he finesses upon your
Partner throughout that whole Suit,

And, in order to explain the Necessity there
is of putting the lowest of Sequences in all the
Suits led, let us suppose that your Adversary
led a Suit of which you have the King, Queen,
and Knave, or Queen, Knave, and Ten; by
putting on your Knave of the Suit of which
you have the King, Queen, and Knave, it gives
your Partner an Opportunity of calculating the
Odds for and against him in that Suit, and also
in all inferior Suits of which you have Se-
quences.

A farther Use to be made of the foregoing
Calculation: Let us suppose, that you have the
Ace, King, and two small Trumps, with a
Quint-Major, or five other winning Cards in
your Hand in any Suit, and that you have
played Trumps two Rounds, and that each
Person followed Trumps; in this Case there are
eight Trumps out, and two Trumps remaining
in your Hand, which make ten, and three
Trumps which are divided between the remaining
three Players, of which three Trumps the Odds
is 5 to 2 in your Favour that your Partner has
one; and therefore out of seven Cards in your
Hand, you are intitled to win five Tricks.

Some

Some COMPUTATIONS *for laying of your Money at the Game of* WHIST.

With the Deal.

The Deal	-	-	-	-	is 21	to	20
1 Love	-	-	-	-	11		10
2	̇	-	-	-	5		4
3	-	-	-	-	3		2
4	-	-	-	-	7		4
5 is 2 to 1 of the Game, and 1 of the Lurch			-	-	2		1
6	-	-	-	-	5		2
7	-	-	-	-	7		2
8	-	-	-	-	5		1
9 is about		-	-	-	9		2

With the Deal.

2 to	1	-	-	-	is 9	to	8
3	1	-	-	-	9		7
4	1	-	-	-	9		6
5	1	-	-	-	9		5
6	1	-	-	-	9		4
7	1	-	-	-	3		1
8	1	-	-	-	9		2
9	1 is about	-	-	-	4		1

With the Deal.

3 to	2	-	-	-	is 8	to	7
4	2	-	-	-	4		3
5	2	-	-	-	8		5
6	2	-	-	-	2		1
7	2	-	-	-	8		3
						8	to

| 8 to 2 | | | | 4 to 1 |
| 9   2 | | | | 7   2 |

With the Deal.

4 to 3				is 7 to 6
5 3				7 5
6 3				7 4
7 3				7 3
8 3				7 2
9 3 is about				3 1

With the Deal.

5 to 4				is 6 to 5
6 4				6 4
7 4				2 1
8 4				3 1
9 4 is about				5 2

With the Deal.

6 to 5				is 5 to 4
7 5				5 3
8 5				5 2
9 5 is about				2 1

With the Deal.

7 to 6				is 4 to 3
8 6				2 1
9 6 is about				7 4

With the Deal.

| 8 to 7 is above | | | | 3 to 2 |
| 9 to 7 is about | | | | 12 to 8 |

8 to 9

8 to 9, upon the beſt Computation made at preſent, is about three and a half in the Hundred in favour of eight with the Deal; againſt the Deal, the Odds is ſtill, though ſmall, in favour of eight.

Calculations *at* Whiſt *for the* Whole Rubber.

SUPPOSE A and B are at Play, and that A is one Game, and eight Love of the ſecond Game with the Deal.

Query. What is the Odds throughout the Whole Rubber?

1 Game Love and 9 Love of the ſecond Game (upon Suppoſition of 9 Love with the Deal) being nearly 6 to 1;

Firſt Game and 9 Love of the ſecond Game is nearly	13 to 1
Firſt Game and 8 Love of the ſecond Game is a little more than the former	13 to 1, &c.
Firſt Game and 7 Love of the ſecond is nearly	10 to 1
Ditto and 6 Love of the ſecond is nearly	8 to 1
Ditto and 5 Love of the ſecond is nearly	6 to 1
Ditto and 4 Love of the ſecond is nearly	5 to 1
Ditto and 3 Love of the ſecond is nearly	4½ to 1
Ditto and 2 Love of the ſecond is nearly	4 to 1

Ditto

Ditto and 1 Love of the second is } 7 to 2
  nearly

The above Calculations are made with the
  Deal.

Against the Deal.

Suppose A and B are at Play, and that A is one
  Game and any Number of Points in the se-
  cond Deal.

First Game and 9 Love of the se- } 11 to 1
  cond is nearly

Ditto and 8 Love of the second Game } 11 to 1
  (is a little more)

Ditto and 7 Love of the second } 9 to 1
  is

Ditto and 6 Love of the second } 7 to 1
  Game is

Ditto and 5 Love of the second } 5 to 1
  Game is

Ditto and 4 Love of the second } $4\frac{1}{2}$ to 1
  Game is

Ditto and 3 Love of the second } 4 to 1
  Game is

Ditto and 2 Love of the second } 7 to 2
  Game is

Ditto and one Love of the second } $6\frac{1}{2}$ to 2
  Game is nearly

The Use which is to be made of the foregoing
Calculations, may be made by dividing the Stake
according to the Tables herewith set down.

These Calculations have been approved of by
some of the best Judges at Whist, &c.

CHAP.

C H A P. I.

Some GENERAL RULES *to be observed by* BEGINNERS.

WHEN you lead, begin with the beft Suit in your Hand; if you have a Sequence of King, Queen, and Knave, or Queen, Knave, and Ten, they are fure Leads, and never fail gaining the Tenace to yourfelf or Partner in other Suits; and begin with the higheft of the Sequence, unlefs you have 5 in Number: In that Cafe play the loweft (except in Trumps, when you muft always play the higheft) in order to get the Ace or King out of your Partner's or Adverfary's Hand, by which Means you make Room for your Suit.

II.

If you have 5 of the fmalleft Trumps, and not one good Card in the other Suits, trump out; which will have this good Confequence at leaft, to make your Partner the laft Player, and by that Means give him the Tenace.

III.

If you have 2 fmall Trumps only, with Ace and King of two other Suits, and a Deficiency of the fourth Suit, make as many Tricks as you can immediately; and if your Partner refufes either of your Suits, do not force him, becaufe that may weaken his Game too much.

IV.

You need feldom return your Partner's Lead, if you have good Suits of your own to play, unlefs it be to endeavour to fave or win a
Game:

Game: What is meant by good Suits, is, in case you shall have Sequences of King, Queen, and Knave, or Queen, Knave, and Ten.

V.

If you have each 5 Tricks, and you are assured of getting 2 Tricks in your own Hand, do not fail winning them, in Expectation of scoring 2 that Deal; because if you lose the odd Trick, it makes 2 Difference, and you play 2 to 1 against yourself.

An Exception to the foregoing Rule is, when you see a Probability either of saving your Lurch or winning the Game, in either of which Cases you are to risk the odd Trick.

VI.

When you have a Probability of winning the Game, always risk a Trick or two, because the Share of the Stake, which your Adversary has by a new Deal, will amount to more than the Point or two which you risk by that Deal.

The foregoing Case refers to Chap. VI. Case 1, 2, 3, 4, 5, 6.

VII.

If your Adversary is 6 or 7 Love, and you are to lead, your Business in that Case is to risk a Trick or two, in hopes of putting your Game upon an Equality; therefore admitting you have the Queen or Knave, and one other Trump, and no good Cards in other Suits, play out your Queen or Knave of Trumps; by which Means you will strengthen your Partner's Game, if he is strong in Trumps; if he is weak, you do him no Injury.

VIII. If

VIII.

If you are four of the Game, you must play
for an odd Trick, because it saves one half of
the Stake which you play for; and, in order
to win the odd Trick, though you are pretty
strong in Trumps, be cautious how you trump
out. What is meant by Strength in Trumps,
is, in case you should have 1 Honour and 3
Trumps.

IX.

If you are 9 of the Game, and though very
strong in Trumps, if you observe your Partner
to have a Chance of trumping any of your Ad-
versary's Suits; in that Case do not trump out,
but give him an Opportunity of trumping those
Suits. If your Game is scored 1, 2, or 3, you
must play the Reverse; and also at 5, 6, or 7;
because, in these two last recited Cases, you play
for more than 1 Point.

X.

If you are last Player, and find that the third
Hand cannot put on a good Card to his Part-
ner's Lead, admitting you have no good Game
of your own to play, return the Lead upon the
Adversary; which gives your Partner the Te-
nace in that Suit, and often obliges the Ad-
versary to change Suits, and consequently gains
the Tenace in that new Suit also.

XI.

If you have Ace, King, and four small
Trumps, begin with a small one; because it is
an equal Wager that your Partner has a better
Trump than the last Player; if so, you have

C   three

three Rounds of Trumps; if not, you cannot fetch out all the Trumps.

XII.

If you have Ace, King, Knave, and three small Trumps, begin with the King, and then play the Ace (except one of the Adverfaries refufes Trumps) becaufe the Odds is in your Favour that the Queen falls.

XIII.

If you have King, Queen, and four small Trumps, begin with a fmall one, becaufe the Odds is on your Side that your Partner has an Honour.

XIV.

If you have King, Queen, Ten, and three fmall Trumps, begin with the King, becaufe you have a fair Chance that the Knave falls in the fecond Round, or you may wait to finefle your Ten upon the Return of Trumps from your Partner.

Refers to Chap. VII. Cafe 1, 2, 3.

XV.

If you have Queen, Knave, and four fmall Trumps, begin with a fmall one, becaufe the Odds is in your Favour that your Partner has an Honour.

XVI.

If you have Queen, Knave, Nine, and three fmall Trumps, begin with the Queen, becaufe you have a fair Chance that the Ten falls in the fecond Round; or you may wait to finefle the Nine.

Refers to Chap. VII. Cafe 1, 2, 3.

XVII. If

XVII.

If you have Knave, Ten, and four small Trumps, begin with a small one, for the Reasons assigned in No. 15.

XVIII.

If you have Knave, Ten, Eight, and three small Trumps, begin with the Knave, in order to prevent the Nine from making a Trick, and the Odds is in your Favour that the three Honours fall in two Rounds.

XIX.

If you have six Trumps of a lower Denomination, you are to begin with the lowest, unless you should have Ten, Nine, and Eight, and an Honour turns up against you; in that Case, if you are to play through the Honour, begin with the Ten, which obliges the Adversary to play his Honour to his Disadvantage, or leave it in your Partner's Option, whether he will pass it or not.

XX.

If you have Ace, King, and three small Trumps, begin with a small one, for the Reasons assigned in No. 15.

XXI.

If you have Ace, King, and Knave, and two small Trumps, begin with the King, which, next to a moral Certainty, informs your Partner that you have Ace and Knave remaining ; and, by putting the Lead into your Partner's Hand, he plays you a Trump, upon which you are to finesse the Knave, and no ill Consequence can attend such Play, except the Queen lies behind you single.

Refers

Refers to Chap. VII. Cafe 1, 2, 3.

XXII.

If you have King, Queen, and three fmall Trumps, begin with a fmall one, for the affigned Reafons in No. 15.

XXIII.

If you have King, Queen, Ten, and two fmall Trumps, begin with the King, for the Reafons affigned in No. 21.

XXIV.

If you have the Queen, Knave, and three fmall Trumps, begin with a fmall one, for the Reafons affigned in No. 15.

XXV.

If you have Queen, Knave, Nine, and two fmall Trumps, begin with the Queen, for the Reafons affigned in No. 16.

XXVI.

If you have Knave, Ten, and three fmall Trumps, begin with a fmall one, for the Reafons affigned in No. 15.

XXVII.

If you have Knave, Ten, Eight, and two fmall Trumps, begin with the Knave, becaufe in two Rounds of Trumps it is Odds but that the Nine falls; or upon the return of Trumps from your Partner, you may fineffe the Eight.

XXVIII.

If you have five Trumps of a lower Denomination, it is the beft Play to begin with the loweft, unlefs you have a Sequence of Ten, Nine, and Eight, in that Cafe begin with the higheft of the Sequence.

XXIX. If

XXIX.

If you have Ace, King, and two small Trumps, begin with a small one for the Reasons assigned in No. 15.

XXX.

If you have Ace, King, Knave, and one small Trump, begin with the King, for the Reasons assigned in No. 21.

XXXI.

If you have King, Queen, and two small Trumps, begin with a small one, for the Reasons assigned in No. 15.

XXXII.

If you have King, Queen, Ten, and one small Trump, begin with the King, and wait for the Return of Trumps from your Partner, when you are to finesse your Ten, in order to win the Knave.

XXXIII.

If you have Queen, Knave, Nine, and one small Trump, begin with the Queen, in order to prevent the Ten from making a Trick.

XXXIV.

If you have Knave, Ten, and two small Trumps, begin with a small one, for the Reasons assigned in No. 15.

XXXV.

If you have Knave, Ten, Eight, and one small Trump, begin with the Knave in order to prevent the Nine making a Trick.

XXXVI.

If you have Ten, Nine, Eight, and one small Trump, begin with the Ten, which leaves

C 3   it

it in your Partner's Difcretion whether he will pafs it or not.

XXXVII.

If you have Ten, and three fmall Trumps, begin with a fmall one.

CHAP. II.

Some PARTICULAR RULES *to be obferved.*

I.

IF you have Ace, King, and four fmall Trumps, with a good Suit, you muft play three Rounds of Trumps, otherwife you may have your ftrong Suit trumped.

II.

If you have King, Queen, and four fmall Trumps, with a good Suit, trump out with the King, becaufe when you have the Lead again, you will have three Rounds of Trumps.

III.

If you have King, Queen, Ten, and three fmall Trumps, with a good Suit, trump out with the King, in Expectation of the Knave's falling at the fecond Round; and do not wait to fineffe the Ten, for fear your ftrong Suit fhould be trumped.

IV.

If you have Queen, Knave, and three fmall Trumps, with a good Suit, trump out with a fmall one.

V.

If you have the Queen, Knave, Nine, and two fmall Trumps, with a good Suit, trump out with

with the Queen, in Expectation of the Ten's
falling at the fecond Round; and do not wait
to fineffe the Nine, but trump out a fecond
Time, for the Reafons affigned in Cafe III. in
this Chapter.

VI.

If you have Knave, Ten, and three fmall
Trumps, with a good Suit, trump out with a
fmall one.

VII.

If you have Knave, Ten, Eight, and two
fmall Trumps, with a good Suit, trump out with
the Knave, in Expectation of the Nine's falling
at the fecond Round.

VIII.

If you have Ten, Nine, Eight, and one fmall
Trump, with a good Suit, trump out with the
Ten.

CHAP. III.

PARTICULAR GAMES, *and the Manner in which
they are to be played, after a Learner has made fome
Progrefs in the Game.*

SUPPOSE you are elder Hand, and that your
Game confifts of King, Queen, and Knave
of one Suit; Ace, King, Queen, and two fmall
Cards of another Suit; King and Queen of the
third Suit, and three fmall Trumps: *Query,* How
is this Hand to be played? You are to begin with
the Ace of your beft Suit (or a Trump) which in-
forms your Partner that you have the Command
of that Suit; but you are not to proceed with the
King of the fame Suit, but you muft play a
Trump

Trump next; and if you find your Partner has
no Strength to support you in Trumps, and that
your Adversary plays to your weak Suit, *viz.* the
King and Queen only, in that Case play the King
of the Suit which belongs to the best Suit; and
if you observe a Probability of either of your
Adversaries being likely to trump that Suit, pro-
ceed then and play the King of the Suit of which
you have King, Queen, and Knave. If it should
so happen, that your Adversaries do not play to
your weakest Suit, in that Case, though appa-
rently your Partner can give you no Assistance in
Trumps, pursue your Scheme of trumping out as
often as the Lead comes into your Hand: By
which Means, supposing your Partner to have but
two Trumps, and that your Adversaries have four
each, by three Rounds of Trumps, there remain
only two Trumps against you.

II.

Elder Hand.

Suppose you have Ace, King, Queen, and
one small Trump, with a Sequence from the
King of five in another Suit, with four other
Cards of no value. Begin with the Queen of
Trumps, and pursue the Lead with the Ace,
which demonstrates to your Partner, that you
have the King: And as it would be bad Play
to pursue Trumps the third Round, till you
have first gained the Command of your great
Suit, by stopping thus, it likewise informs
your Partner that you have the King, and one
Trump only remaining; because, if you had
Ace, King, Queen, and two Trumps more,
and

and Trumps went round twice, you could receive no Damage by playing the King the third Round. When you lead Sequence, begin with the lowest, because if your Partner has the Ace he plays it, which makes room for your Suit. And since you have let your Partner into the State of your Game, as soon as he has the Lead, if he has a Trump or two remaining, he will play Trumps to you, with a moral Certainty that your King clears your Adversaries Hands of all their Trumps.

III.

Second Player.

Suppose you have Ace, King, and two small Trumps, with a Quint-Major of another Suit; in the third Suit you have three small Cards, and in the fourth Suit, one. Your Adversary on your Right-hand begins with playing the Ace of your weak Suit, and then proceeds to play the King: In that Case, do not trump it, but throw away a losing Card, and if he proceeds to play the Queen, throw away another losing Card; and do the like the fourth Time, in Hopes your Partner may trump it, who will in that Case play a Trump, or will play to your strong Suit. If Trumps are played, go on with them two Rounds, and then proceed to play your strong Suit; by which Means, if there happens to be four Trumps in one of your Adversaries Hands, and two in the other, which is nearly the Case, your Partner being intitled to have three Trumps out of the nine, consequently there remain only six Trumps

between

between the Adversaries; your strong Suit
forces their best Trumps, and you have a Pro-
bability of making the odd Trick in your own
Hand only; whereas if you had trumped one
of your Adversaries best Cards, you had so
weakened your Hand, as probably not to make
more than five Tricks without your Partner's
Help.

IV.

Suppose you have Ace, Queen, and three
small Trumps; Ace, Queen, Ten, and Nine
of another Suit, with two small Cards of each
of the other Suits: Your Partner leads to your
Ace, Queen, Ten, and Nine; and as this
Game requires rather to deceive your Adver-
saries, than to inform your Partner, put up
the Nine, which naturally leads the Adversary
to play Trumps, if he wins that Card. As
soon as Trumps are played to you, return
them upon your Adversary, keeping the Com-
mand in your own Hand. If your Adversary
who led Trumps to you, puts up a Trump
which your Partner cannot win, if he has no
good Suit of his own to play, he will return
your Partner's Lead, imagining that Suit lies
between his Partner and yours: If this Finesse
of yours should succeed, you will be a great
Gainer by it, but it is scarcely possible to be a
Loser.

V.

Suppose you have Ace, King, and three small
Trumps, with a Quart from a King, and two
small Cards of another Suit, and one small Card

to each of the other Suits; your Adversary leads a Suit, of which your Partner has a Quart-major; your Partner puts up the Knave, and then proceeds to play the Ace; you refuse to that Suit by playing your loose Card; when your Partner plays the King, your Right-hand Adversary trumps it, suppose with the Knave or Ten, do not overtrump him, which may probably lose you two or three Tricks by weakening of your Hand: But if he lead to the Suit of which you have none, trump it, and then play the lowest of your Sequence, in order to get the Ace either out of your Partner's or Adversary's Hand; which accomplished, as soon as you get the Lead, play two Rounds of Trumps, and then proceed to play your strong Suit. Instead of your Adversary's playing to your weak Suit, if he should play Trumps, do you go on with them two Rounds, and then proceed to get the Command of your strong Suit. But you will seldom find this last Method practised, except by moderate Players.

C H A P. IV.

Games to be played, with certain Observations whereby you are assured that your Partner has no more of the Suit played either by yourself or him.

I. *First Example.*

SUPPOSE you lead from Queen, Ten, Nine, and two small Cards of any Suit, the second Hand puts on the Knave, your Partner plays the Eight; in this Case, you having Queen, Ten, and Nine, it is a Demonstration, if he plays well, that he can have no more of that Suit. Therefore,

by

by that Difcovery, you may play your Game accordingly, either by forcing him to trump that Suit, if you are ftrong in Trumps, or by playing fome other Suit.

II. *Second Example.*

Suppofe you have King, Queen, and Ten, of a Suit, and you lead your King, your Partner plays the Knave, this demonftrates he has no more of that Suit.

III. *Third Example, which varies from the former.*

Suppofe you have King, Queen, and many more of a Suit, and you begin with the King, in fome Cafes it is good Play in a Partner, when he has the Ace and one fmall Card in that Suit only, to win his Partner's King with his Ace; for suppofe he is very ftrong in Trumps, by taking his Partner's King with the Ace, he trumps out, and after he has cleared the Board of Trumps, he returns his Partner's Lead; and having parted with the Ace of that Suit, he has made Room for his Partner to make that whole Suit, which poffibly could not have been done if he had kept the Command in his Hand.

And fuppofing his Partner has no other good Card in his Hand befides that Suit, he lofes nothing by the Ace's taking of his King; but if it should fo happen that he has a good Card to bring in that Suit, he gains all the Tricks which he makes in that Suit, by this Method of Play: And as your Partner has taken your King with the Ace, and trumps out upon it, you have Reafon to judge he has one of that Suit to return you; therefore do not throw away any of that Suit, even to keep a King or Queen guarded.

CHAP.

CHAP. V.

Particular Games *both to endeavour to deceive and distress your Adversaries, and to demonstrate your Game to your Partner.*

I. *First Example.*

SUPPOSE I play the Ace of a Suit of which I have Ace, King, and three small ones; the last Player does not chuse to trump it, having none of the Suit; if I am not strong enough in Trumps, I must not play out the King, but keep the Command of that Suit in my Hand by playing of a small one, which I must do in order to weaken his Game.

II. *Second Example.*

If a Suit is led, of which I have none, and a moral Certainty that my Partner has not the best of that Suit, in order to deceive the Adversary I throw away my strong Suit; but to clear up Doubts to my Partner, when he has the Lead, I throw away my weak Suit. This Method of Play will generally succeed, unless you play with very good Players, and even with them, you will oftener gain than lose by this Method of Play.

CHAP. VI.

Particular Games *to be played, by which you run the Risk of losing one Trick only to gain three.*

I. *First Example.*

SUPPOSE Clubs to be Trumps, a Heart is played by your Adversary; your Partner, having none of that Suit, throws away a Spade; you are then to judge his Hand is composed of

D   Trumps

Trumps and Diamonds; and suppose you win
that Trick, and being too weak in Trumps, you
dare not force him; and suppose you should have
King, Knave, and one small Diamond; and fur-
ther, suppose your Partner to have Queen and
five Diamonds; in that Case, by throwing out
your King in your first Lead, and your Knave in
your second, your Partner and you may win five
Tricks in that Suit; whereas if you had led a
small Diamond, and your Partner's Queen hav-
ing been won with the Ace, the King and Knave
remaining in your Hand, obstructs his Suit; And
though he may have the long Trump, yet by
playing a small Diamond, and his long Trump
having been forced out of his Hand, you lose by
this Method of Play three Tricks in that Deal.

II. *Second Example.*

Suppose, in the like Case of the former, you
should have Queen, Ten, and one small Card in
your Partner's strong Suit; which is to be dif-
covered by the former Example: And suppose
your Partner to have Knave and five small Cards
in his strong Suit; you having the Lead are to
play your Queen, and when you play again, you
are to play your Ten; and suppose him to have
the long Trump, by this Method he makes four
Tricks in that Suit; but should you play a small
one in that Suit, his Knave being gone, and the
Queen remaining in your Hand in the second
Round of playing that Suit, and the long Trump
being forced out of his Hand, the Queen remain-
ing in your Hand obstructs the Suit, by which
Method of Play you lose three Tricks in that
Deal.   III.

III. *Third Example.*

In the former Examples you have been suppofed to have had the Lead, and by that Means have had an Opportunity of throwing out the beft Cards in your Hand of your Partner's ftrong Suit, in order to make Room for the whole Suit; we will now fuppofe your Partner is to lead, and in the Courfe of Play, it appears to you that your Partner has one great Suit; fuppofe Ace, King, and four fmall ones, and that you have Queen, Ten, Nine, and a very fmall one of that Suit; when your Partner plays the Ace, you are to play the Nine; when he plays the King, you are to play the Ten; by which means you fee, in the third Round, you make your Queen, and having a fmall one remaining, you do not obftruct your Partner's great Suit; whereas if you had kept your Queen and Ten, and the Knave had fallen from the Adverfaries, you had loft two Tricks in that Deal.

IV. *Fourth Example.*

Suppofe in the Courfe of Play, as in the former Cafe, you find your Partner to have one great Suit, and that you have King, Ten, and a fmall one of that Suit; your Partner leads the Ace, in that Cafe play your Ten, and in the fecond your King: This Method is to prevent a Poffibility of obftructing your Partner's great Suit.

V. *Fifth Example.*

Suppofe your Partner has Ace, King, and four fmall Cards in his great Suit, and that you have Queen, Ten, and a fmall Card, in that Suit; when he plays his Ace, do you play your

D 2　　　　　　　Ten,

Ten, and when he plays his King, do you play
your Queen; by which Method of Play you only
risk one Trick to get four.

VI. *Sixth Example.*

We will now suppose you to have five Cards
of your Partner's strong Suit, *viz.* Queen, Ten,
Nine, Eight, and a small one; and that your
Partner has Ace, King, and four small ones;
when your Partner plays the Ace, do you play
your Eight, when he plays the King, do you
play your Nine; and in the third Round, no
Body having any of that Suit, except your Part-
ner and you, proceed then to play the Queen,
and then the Ten; and having a small one re-
maining, and your Partner two, you thereby gain
a Trick, which you could not have done but by
playing the high Cards, and by keeping a small
one to play to your Partner.

CHAP. VII.

Particular Games *to be played when your Adversary
turns up an Honour on your Right-hand, with* Di-
rections *how to play when an Honour is turned up
on your Left-hand.*

I. *First Example.*

SUPPOSE the Knave is turned up on your
Right-hand, and that you have King, Queen,
and Ten; in order to win the Knave, begin to
play with your King; by which Method of Play,
your Partner may suppose you to have Queen and
Ten remaining, especially if you have a second
Lead, and that you do not proceed to play your
Queen.

II. *Second*

II. *Second Example.*

The Knave being turned up as before, and that you have Ace, Queen, and Ten, by playing of your Queen, it answers the like Purpose of the former Rule.

III. *Third Example.*

If the Queen is turned up on your Right-hand, and that you have Ace, King, and Knave, by playing your King it answers the like Purpose of the former Rule.

IV. *Fourth Example.*

Suppose an Honour is turned up on your Left-hand, and suppose you should hold no Honour, in that Case you are to play Trumps through that Honour; but in case you should hold an Honour (except the Ace) you must be cautious how you play Trumps, because, in case your Partner holds no Honours, your Adversary will play your own Game upon you.

CHAP. VIII.

A CASE *to demonstrate the Danger of forcing your Partner.*

I.

SUPPOSE A and B Partners, and that A has a Quint-Major in Trumps, with a Quint-Major and three small Cards of another Suit, and that A has the Lead; and let us suppose the Adversaries C and D, to have only five Trumps in either Hand: In this Case, A, having the Lead, wins every Trick.

II.

Suppose, on the contrary, C has five small Trumps, with a Quint-Major and three small

D 3   Cards

Cards of another Suit, and that C has the Lead, who forces A to trump first, by which Means A wins only five Tricks.

III.

A CASE *to demonstrate the Advantage by a Saw.*

Suppose A and B Partners, and that A has a Quart-Major in Clubs, they being Trumps, another Quart-Major in Hearts, another Quart-Major in Diamonds, and the Ace of Spades. And let us suppose the Adversaries C and D to have the following Cards, *viz.* C has four Trumps, eight Hearts, and one Spade; D has five Trumps and eight Diamonds; C being to lead, plays an Heart, D trumps it; D plays a Diamond, C trumps it; and thus pursuing the Saw, each Partner trumps a Quart-Major of A's, and C being to play at the ninth Trick, plays a Spade, which D trumps; thus C and D have won the nine first Tricks, and leave A with his Quart-Major in Trumps only.

The foregoing *Case* shews, that whenever you gain the Advantage of establishing a Saw, it is your Interest to embrace it.

What follows in this Treatise is the Addition promised.

CHAP. IX.

Containing Variety of CASES, *intermixed with* CALCULATIONS, *demonstrating when it is proper, at second Hand, to put up the King, Queen, Knave, or Ten, with one small Card of any Suit,* &c.

SUPPOSE you have four small Trumps, in the three other Suits you have one Trick secure in each of them; and suppose your Partner has no

Trump,

Trump, in that Cafe the remaining nine Trumps muft be divided between your Adverfaries; fuppofe five in one Hand, and four in the other, as often as you have the Lead, play Trumps: and fuppofe you fhould have four Leads, in that Cafe, you fee your Adverfaries make only five Tricks out of nine Trumps; whereas if you had fuffered them to make their Trumps fingle, they might poffibly have made nine Tricks.

By this Example, you fee the Neceffity there is of taking out two Trumps for one upon moft Occafions.

Yet there is an Exception to the foregoing Rule, becaufe if you find in the Courfe of Play, that your Adverfaries are very ftrong in any particular Suit, and that your Partner can give you no Affiftance in that Suit, in fuch a Cafe you are to examine your own, and alfo your Adverfaries Scores, becaufe by keeping one Trump in your Hand to trump fuch Suit, it may be either a Means to fave or win a Game.

II.

Suppofe you have Ace, Queen, and two fmall Cards of any Suit; your Right-hand Adverfary leads that Suit; in that Cafe, do not put up your Queen, becaufe it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if fo, you have the Command of that Suit.

An Exception to the foregoing Rule is, in cafe you want the Lead, then you are to put up your Queen.

III. Never

III.

Never chuse to lead from King, Knave, and one small Card in any Suit, because it is 2 to 1 that your Partner has not the Ace, and also 32 to 25, or about 5 to 4, that he has Ace or Queen, and therefore, as you have only about 5 to 4 in your Favour, and as you must have four Cards in some other Suit, suppose the Ten to be the highest, lead that Suit, because it is an equal Wager that your Partner has a better Card in that Suit than the last Player: And if the Ace of the first-mentioned Suit lies behind you, which is an equal Wager it should so happen, in case your Partner has it not; in this Case, on your Adversaries leading this Suit, you probably make two Tricks in it by this Method of Play.

IV.

Suppose in the Course of Play it appears to you, that your Partner and you have four or five Trumps remaining, when your Adversaries have none, and that you have no winning Card in your Hand, but that you have Reason to judge that your Partner has a thirteenth Card, or some other winning Card in his Hand; in that Case play a small Trump to put the Lead into his Hand, in order to throw away any losing Card in your Hand, upon such thirteenth or other good Card.

C H A P. X.

Some DIRECTIONS *for putting up at second Hand,*
King, Queen, Knave, or Ten, of any Suit, &c.

SUPPOSE you have the King and one small Card of any Suit, and that your Right-hand Adversary plays that Suit; if he is a good Player,

do

do not put up the King, unless you want the Lead, because a good Player seldom leads from a Suit of which he has the Ace, but keeps it in his Hand (after the Trumps are played out) to bring in his strong Suit.

II.

Suppose you have a Queen, and one small Card of any Suit, and that your Right-hand Adversary leads that Suit; do not put on your Queen, because suppose the Adversary has led from the Ace and Knave, in that Case, upon the Return of that Suit, your Adversary finesses the Knave, which is generally good Play, especially if his Partner has played the King, you thereby make your Queen; but by putting on the Queen, it shews your Adversary that you have no Strength in that Suit, and consequently puts him upon finessing upon your Partner throughout that whole Suit.

III.

In the former Examples you have been informed, when it is thought proper to put up the King or Queen at second Hand; you are likewise to observe, in case you should have the Knave or Ten of any Suit with a small Card of the same Suit, it is generally bad Play to put up either of them at second Hand, because it is 5 to 2 that the third Hand has either Ace, King, or Queen of the Suit led; it therefore follows, that as the Odds against you are 5 to 2, and though you should succeed sometimes by this Method of Play, yet in the main you must be a Loser, because it demonstrates to your Adversaries that you

are

are weak in that Suit, and confequently they
fineffe upon your Partner throughout that whole
Suit.

IV.

Suppofe you have Ace, King, and three fmall
Cards of a Suit, your Right-hand Adverfary
leads that Suit; upon which you play your Ace,
and your Partner plays the Knave. In cafe you
are ftrong in Trumps, you are to return a fmall
one in that Suit, in order to let your Partner
trump it: And this Confequence attends fuch
Play, viz. you keep the Command of that Suit
in your own Hand, and at the fame Time, it
gives your Partner an Intimation that you are
ftrong in Trumps; and therefore, he may play
his Game accordingly, either in attempting to
eftablifh a Saw, or by trumping out to you, if he
has either Strength in Trumps, or the Command
of the other Suits.

V.

Suppofe A and B's Game is fcored 6, the Ad-
verfaries, C and D is fcored 7, and that 9 Cards
are played out, of which A and B have won 7
Tricks, and fuppofe no Honours are reckoned in
that Deal; in this Cafe A and B have won the
odd Trick, which puts their Game upon an
Equality; and fuppofe A to have the Lead, and
that A has two of the fmalleft Trumps remaining,
with two winning Cards of other Suits; and fup-
pofe C and D have the two beft Trumps between
them, with two other winning Cards in their
Hands, Query, How are you to play this Game?
It is 11 to 3 that C has not the two Trumps;
and

and likewise, 11 to 3 that D has them not: the Odds being so much in A's Favour to win the whole Stake, it is his Interest to play a Trump; for suppose the Stake to be 70*l.* depending, A wins the whole Stake, if he succeeds by this Method of Play; but should he play the close Game, by forcing C or D to trump first, he having won the odd Trick already, and being sure of winning two more in his own Hand; by this Method his Game will be scored 9 to 7, which is about 3 to 2, and therefore, A's Share of the 70*l.* will amount only to 42*l.* and, by this Method, A only secures 7*l.* Profit; but in the other Case, upon Supposition that A and B have 11 to 3 of the Stake depending, as aforesaid, by playing his Trump, he is entitled to 55*l.* out of the 70*l.* depending.

The foregoing Case being duly attended to, may be applied to the like Purpose in other Parts of the Game.

CHAP. XI.
Some DIRECTIONS *how to play when an Ace, King, or Queen, are turned up on your Right-Hand,* &c.

I.

SUPPOSE the Ace is turned up on your Right-hand, and that you have the Ten and Nine of Trumps only, with Ace, King, and Queen of another Suit, and eight Cards of no Value, *Query*, how must this Game be played? Begin with the Ace of the Suit of which you have the Ace, King, and Queen, which is an Information to your Partner that you have the Command of that Suit; then play your Ten of Trumps, because it is 5 to 2

that

that your Partner has King, Queen, or Knave of Trumps; and though it is about 7 to 2 that your Partner has not two Honours, yet should he chance to have them, and they prove to be the King and Knave, in that Case, as your Partner will pass your Ten of Trumps, and as it is 13 to 12 against the last Player for holding the Queen of Trumps, upon Supposition your Partner has it not, in that Case, when your Partner has the Lead, he plays to your strong Suit, and upon your having the Lead, you are to play the Nine of Trumps, which puts it in your Partner's Power to be almost certain of winning the Queen if he lies behind it.

The foregoing Case shews, that turning up of an Ace against you, may be made less beneficial to your Adversaries, provided you play by this Rule.

II.

If the King or Queen are turned up on your Right-hand, the like Method of Play may be made use of; but you are always to distinguish the Difference of your Partner's Capacity, because a good Player will make a proper Use of such Play, but a bad one seldom, if ever.

III.

Suppose the Adversary on your Right-hand leads the King of Trumps, and that you should have the Ace and four small Trumps, with a good Suit; in this Case it is your Interest to pass the King; and though he should have King, Queen, and Knave of Trumps, with one more, if he is a moderate Player, he will play the small one, imagining

imagining that his Partner has the Ace; when he
plays the fmall one, you are to pafs it, becaufe
it is an equal Wager that your Partner has a bet-
ter Trump than the laft Player; if fo, and that
he happens to be a tolerable Player, he will judge
you have a good Reafon for this Method of Play,
and confequently, if he has a third Trump re-
maining, he will play it, if not he will play his
beft Suit.

IV.

A critical CASE *to win an odd Trick.*

Suppofe A and B Partners againft C and D,
and fuppofe the Game to be Nine all, and fup-
pofe all the Trumps are played out, A being
the laft Player, has the Ace and four other fmall
Cards of a Suit in his Hand, and one thirteenth
Card remaining; B has only two fmall Cards of
A's Suit; C has Queen and two other fmall
Cards of that Suit; D has King, Knave, and
one fmall Card of the fame Suit. A and B have
won three Tricks, C and D have won four Tricks;
it therefore follows that A is to win four Tricks
out of the fix Cards in his Hand, in order to win
the Game. C leads this Suit, and D puts up the
King; A gives him that Trick, D returns that
Suit, A paffes it, and C puts up his Queen:
Thus C and D have won fix Tricks, and C
imagining the Ace of that Suit to be in his Part-
ner's Hand, returns it; by which Means A wins
the four laft Tricks, and confequently the Game.

V.

Suppofe you fhould have the King and five
fmall Trumps, and that your Right-hand Ad-
verfary

E

verfary plays the Queen; in that Cafe do not put on your King, becaufe it is an equal Wager that your Partner has the Ace; and fuppofe your Adverfary fhould have Queen, Knave, Ten and one fmall Trump, it is alfo an equal Wager that the Ace lies fingle, either in your Adverfary's Hand or Partner's; in either of which Cafes it is bad Play to put on the King; but if the Queen of Trumps is led, and that you fhould happen to have the King. with two or three Trumps, it is the beft Play to put on the King, becaufe it is good Play to lead from the Queen and one fmall Trump only; and in that Cafe, fhould your Partner have the Knave of Trumps, and your Left-hand Adverfary hold the Ace, your neglecting to put on the King is the lofs of a Trick.

C H A P. XII.

The Ten or Nine being turned up on your Right-Hand, &c.

I.

SUPPOSE the Ten is turned up on your Right-hand, and that you fhould have King, Knave, Nine, and two fmall Trumps, with eight other Cards of no Value, and that it is proper for you to lead Trumps, in that Cafe, begin with the Knave, in order to prevent the Ten from making of a Trick; and though it is but about 5 to 4 that your Partner holds an Honour, yet if that fhould fail, by fineffing your Nine on the Return of Trumps from your Partner, you have the Ten in your Power.

II. The

II.

The Nine being turned up on your Right-hand, and that you should have Knave, Ten, Eight, and two small Trumps, by leading the Knave, it answers the like Purpose of the former Case.

III.

You are to make a wide Difference between a Lead of Choice, and a forced Lead of your Part-ner's; because, in the first Case, he is supposed to lead from his best Suit, and finding you defici-ent in that Suit, and not being strong enough in Trumps, and not daring to force you, he then plays his next best Suit; by which Alteration of Play, it is next to a Demonstration that he is weak in Trumps: But should he persevere, by playing off his first Lead, if he is a good Player, you are to judge him strong in Trumps, and it is a Direction for you to play your Game accordingly.

IV.

There is nothing more pernicious at the Game of Whist, than to change Suits often, because in every new Suit you run the Risk of giving your Adversary the Tenace; and therefore, though you lead from a Suit of which you have the Queen, Ten, and three small ones, and your Partner puts up the Nine only, in that Case, if you should happen to be weak in Trumps, and that you have no tolerable Suit to lead from, it is your best Play to pursue the Lead of that Suit by playing your Queen, which leaves it in your Partner's Option whether he will trump it or not, in case he has no more of that Suit; but in your second Lead,

in case you should happen to have the Queen or Knave of any other Suit, with one Card only of the same Suit, it would be better Play to lead from your Queen or Knave of either of these Suits, it being 5 to 2 that your Partner has one Honour at least in either of those Suits.

V.

If you have Ace, King, and one small Card of any Suit, with four Trumps; if your Right-hand Adversary leads that Suit, pass it, because it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if so, you gain a Trick by it; if otherwise, as you have four Trumps, you need not fear to lose by it, because when Trumps are played, you may be supposed to have the long Trump.

CHAP. XIII.

A CAUTION *not to part with the Command of your Adversary's great Suit*, &c.

I.

IN case you are weak in Trumps, and that it does not appear that your Partner is very strong in them, be very cautious how you part with the Command of your Adversary's great Suit: For suppose your Adversary plays a Suit of which you have King, Queen, and one small Card only, the Adversary leads the Ace, and upon playing the same Suit, you play your Queen, which makes it almost certain to your Partner that you have the King; and suppose your Partner refuses to that Suit, do not play the King, because if the Leader of that Suit or his Partner have
have

have the long Trump, you risk the losing of three
Tricks to get one,

II.

Suppose your Partner has ten Cards remaining
in his Hand, and that it appears to you that they
consist of Trumps and one Suit only; and sup-
pose you should have King, Ten, and one small
Card of his strong Suit, with Queen and two
small Trumps; in this Case, you are to judge he
has five Cards of each Suit, and therefore you
ought to play out the King of his strong Suit;
and if you win that Trick, your next Play is, to
throw out the Queen of Trumps; if that likewise
comes home, proceed to play Trumps: This
Method of Play may be made use of at any Score
of the Game, except at 4 and 9.

III.

The TRUMP *turned up to be remembered.*

It is so necessary that the Trump turned up
should be known and remembered, both by the
Dealer and his Partner, that we think it proper to
observe, that the Dealer should always so place
that Card, as to be certain of having Recourse to
it: For suppose it to be only a Five; and that the
Dealer has two more, *viz.* the 6 and 9; if his
Partner trumps out with Ace and King, he ought
to play his 6 and 9; because, let us suppose your
Partner to have Ace, King, and four small Trumps;
in this Case, by your Partner's knowing you have
the 5 remaining, you may win many Tricks.

IV.

Your Right-hand Adversary leads a Suit of
which you have the Ten and two small ones; the
E 3   third

third Hand puts up the Knave, your Partner
wins it with the King; when your Right-hand
Adverſary leads that Suit again, and plays a ſmall
one, do you put on your Ten, becauſe it may
ſave your Partner's Ace, upon Suppoſition that
your Right-hand Adverſary led from the Queen;
you will ſeldom fail of Succeſs by this Method of
Play.

V.

Suppoſe you have the beſt Trump, and that
the Adverſary A has one Trump only remaining,
and that it appears to you that your Adverſary B
has a great Suit; in this Caſe, though you per-
mit A to make his Trump, yet by keeping the
Trump in your Hand, you prevent the Adverſa-
ry B from making his great Suit; whereas, if you
had taken out A's Trump, it had made only one
Trick Difference; but by this Method you pro-
bably ſave three or four Tricks.

VI.

The following CASE *happens frequently.*

That you have two Trumps remaining when
your Adverſaries have only one, and it appears to
you that your Partner has one great Suit; in this
Caſe always play a Trump, though you have the
worſt, becauſe by removing the Trump out of
your Adverſaries Hands, there can be no Ob-
ſtruction to your Partner's great Suit.

VII.

Suppoſe you ſhould have three Trumps when
no Body elſe has any, and that you ſhould have
only four Cards of any certain Suit remaining;
in this Caſe play a Trump, which ſhews your
<div align="right">Partner</div>

Partner that you have all the Trumps, and also gives you a fair Chance for one of your Adversaries to throw away one Card of the aforesaid Suit; by which Means, suppofing that Suit to have been once led, and once thrown away, makes five, and four remaining in your Hand makes nine, there being only four remaining between three Hands, and your Partner having an equal Wager to hold a better Card in that Suit than the laft Player, it therefore follows that you have an equal Chance to make three Tricks in that Suit, which probably could not have been done but by this Method of Play.

VIII.

Suppofe you have five Trumps, and fix fmall Cards of any Suit, and you are to lead; the beft Play is to lead from the Suit of which you have fix, becaufe as you are deficient in two Suits, your Adverfaries will probably trump out, which is playing your own Game for you; whereas had you began with playing Trumps, they would force you, and confequently deftroy your Game.

C H A P. XIV.

Some Purchafers of the TREATISE *in Manufcript, difpofed of fome Time fince, having defired a farther Explanation concerning the playing of Sequences, they are explained in the following Manner.*

I.

IN Trumps you are to play the higheft of your Sequences, unlefs you fhould have Ace, King, and Queen; in that Cafe play the loweft, in order to let your Partner into the State of your Game.   II. In

II.

In Suits which are not Trumps, if you have a Sequence of King, Queen, and Knave, and two small ones; whether you are strong in Trumps or not, it is the best Play to begin with the Knave, because by getting the Ace out of any Hand, you make Room for the whole Suit.

III.

And in case you are strong in Trumps, supposing you should have a Sequence of Queen, Knave, Ten, and two small Cards of any Suit; in that Case, you ought to play the highest of your Sequence, because if either of the Adversaries should trump that Suit in the second Round, by being strong in Trumps, you fetch out their Trumps, and consequently make the Remainder of that Suit.

The like Method may be taken, if you should happen to have a Sequence by Knave, Ten, Nine, and two small Cards of any Suit.

IV.

If you have a Sequence of a King, Queen, Knave, and one small Card of any Suit, whether you are strong in Trumps, or otherwise, play your King; and do the like by any inferior Sequences, if you have only four in Number.

V.

But if you should happen to be weak in Trumps, you must always begin with the lowest of the Sequence, in case you should have five in Number; for, suppose your Partner to have the Ace of that Suit, he then makes it; and where lies the Difference whether you or your Partner win a Trick?

For

For if you have the Ace and four small Cards of any Suit, and are weak in Trumps, and led from that Suit, if you play well, you ought to play the Ace; if you are very strong in Trumps, you may play your Game as backward as you please; but if you are weak in Trumps, you must play the Reverse.

VI.

Let us explain what is meant by being strong or weak in Trumps.

If you have Ace, King, and three small Trumps,
King, Queen, and three small Trumps.
Queen, Knave, and three small Trumps.
Queen, Ten, and three small Trumps.
Knave, Ten, and three small Trumps.
Queen, and four small Trumps.
Knave, and four small Trumps.

In any of the aforesaid Cases, you may be understood to be very strong in Trumps, and therefore you may play by the foregoing Rules, being morally assured of having the Command in Trumps.

If you have two or three small Trumps only, we understand you to be weak in them.

VII.

What Strength in Trumps entitles you to force your Partner at any Point of the Game?

Ace, and three small Trumps.
King, and three small Trumps.
Queen, and three small Trumps.
Knave, and three small Trumps.

VIII.

If, by Accident, either you or the Adversaries have forced your Partner (though you are weak in

in Trumps) if he has had the Lead, and does not chuse to trump out, force him on as often as the Lead comes into your Hand, unless you have good Suits of your own to play.

IX.

If you should happen to have only two or three small Trumps, and that your Right-hand Adversary leads a Suit of which you have none, trump it, which is an Information to your Partner that you are weak in Trumps.

X.

Suppose you have Ace, Knave, and one small Trump, and that your Partner trumps to you, suppose from the King and three small Trumps, *Query*, Whether it is the best Play to put on the Ace or Knave? and suppose your Right-hand Adversary has three Trumps, and that your Left-hand Adversary has the like Number; in this Case, by finessing of your Knave, and playing your Ace, if the Queen is on your Right-hand, you win a Trick by it; but if the Queen is on your Left-hand, and you should play the Ace, and then return the Knave, admitting your Left-hand Adversary put on the Queen, which he ought to do, it is above 2 to 1 that one of the Adversaries has the Ten, and consequently you gain no Tricks by playing thus.

XI.

If your Partner has led from the Ace of Trumps, and suppose you should have King, Knave, and one small Trump, by putting on your Knave, and returning the King, it answers exactly the like Purpose of the former Rule.

In

In other Suits you may practife the like Method.

XII.

If you are ftrong in Trumps, and that you have King, Queen, and two or three fmall Cards in any other Suit, you may lead a fmall one, it being 5 to 4 that your Partner has an Honour in that Suit; but if you are weak in Trumps, you ought to begin with the King.

XIII.

If your Right-hand Adverfary leads a Suit of which you have King, Queen, and two or three fmall Cards of the fame Suit, you being ftrong in Trumps, may pafs it, becaufe it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if not, by your Strength of Trumps, you need not fear making that Suit.

XIV.

If your Right-hand Adverfary leads a Suit of which you have King, Queen, and one fmall Card, whether in Trumps or not, put on the Queen: Alfo, if you have Queen, Knave, and one fmall Card, put on the Knave; and if you have Knave, Ten, and one fmall Card, put on the Ten; by putting up the fecond beft, as aforefaid, your Partner has an Expectation of your having a better Card or Cards in the fame Suit; and, by Recourfe to the Calculations annexed to this Treatife, he may be able to judge what are the Odds for and againft him.

XV.

If you fhould have Ace, King, and two fmall Cards in any Suit, being ftrong in Trumps; if your Right-hand Adverfary leads that Suit, you

<div align="right">may</div>

may pass it, because it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if so, you gain a Trick by it; if otherwise, you need not fear to make your Ace and King, by your strength in Trumps.

XVI.

If you should have the Ace, Nine, Eight, and one small Trump, and that your Partner leads the Ten, in that Case pass it, because unless the three Honours lie behind you, you are sure of making two Tricks; do the like, if you should have the King, Nine, Eight, and one small Trump; or the Queen, Nine, Eight, and one small Trump.

XVII.

In order to deceive your Adversaries, if your Right-hand Adversary leads from a Suit of which you have Ace, King, and Queen, or Ace, King, and Knave, put on the Ace; because that encourages the Adversaries to play that Suit again: And though you deceive your Partner by this Method of Play, you also deceive your Adversaries, which is of greater Consequence in this Case; because if you put on the lowest of the Tierce-Major, or the Knave in the other Suit, your Right-hand Adversary had made a Discovery that the Strength of that Suit was against him, and consequently would have changed Suits.

XVIII.

Suppose you have Ace, Ten and one small Card, in any Suit; also the Ace, Nine, and one small

fmall Card of any Suit, *Query*, Which of thefe Suits ought you to lead from? *Anfwer*, From the Suit of which you have the Ace, Nine, and one fmall Card; for this Reafon, it being an equal Wager that your Partner has a better Card in that Suit than the laft Player; if not, let us then fuppofe that your Right-hand Adverfary leads from the King, or Queen, of the Suit of which you have the Ace, Ten, and one fmall Card; in that Cafe it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if that happens to be the Cafe, upon the Return of the Suit, you lie Tenace, and confequently ftand a fair Chance for three Tricks in that Suit.

XIX.

A CASE *to demonftrate the Tenace.*

Let us fuppofe A and B to play at Two-handed Whift, and let us fuppofe A to have the Ace, Queen, Ten, Eight, Six, and Four of Clubs, which, in cafe B always leads, are fix fure Tricks. Let us fuppofe he has the fame Hand in Spades, which in Cafe B always leads, are fix more fure Tricks. We fuppofe B has the Remainder of thefe two Suits.

Let us fuppofe B to have the fame Hand in Hearts and Diamonds, as A has in Spades and Clubs, and that A has the Remainder of the Hearts and Diamonds, which, in cafe A always leads, are twelve fure Tricks alfo to B.

F   The

The foregoing Cafe fhews that both Hands are exactly equal; and therefore let one of them name his Trumps, and lead, he wins thirteen Tricks only.

But if one names the Trumps, and the other leads, he that names the Trumps ought to win fourteen Tricks.

Thofe who would attain to the playing of WHIST to Perfection, muft not be content only with being a Mafter of the Calculations contained in this Treatife, and alfo an exact Judge of all the general and particular Cafes in the fame; but be a very punctual Obferver of fuch Cards as are thrown away, both by his Partner and Adverfaries, and at what Time: Whoever attends clofely to thefe Particulars, are the moft likely to attain their End.

CHAP. XV.
Additional CASES.
I.

WHEN it appears to you that the Adverfaries have three or four Trumps remaining, and that neither you nor your Partner have any, never attempt to force one Hand to trump, and to let the other throw away a lofing Card, but rather endeavour to find out a Suit in your Partner's Hand, in cafe you have no Suit in your own, by which Means you prevent them from making their Trumps feparate.

II.

Suppofe A and B are Partners againft C and D, and fuppofe nine Cards are played out; and alfo
        fuppofe

suppose eight Trumps are played out; and further, suppose A to have one Trump only, and suppose his Partner B to have the Ace and Queen of Trumps, and suppose the Adversaries C and D to have the King and Knave of Trumps between them. A leads his small Trump, C plays the Knave of Trumps, *Query,* Whether B is to play his Ace or Queen of Trumps upon the Knave, because D having four Cards in his Hand remaining, and C has only three; consequently, it is 4 to 3 in B's Favour, that the King is in D's Hand: if we reduce the Number of four Cards in a Hand to three, the Odds then is 3 to 2; and if we reduce the Number of three Cards in a Hand to two, the Odds then is 2 to 1 in Favour of B's winning of a Trick, by putting on his Ace of Trumps. By the like Rule you may play all the other Suits.

III.

Let us suppose you have the thirteenth Trump, and also the thirteenth Card of any Suit in your Hand, and one losing Card; and let us suppose you have only three Cards remaining, *Query,* Which of these Cards are you to play? *Answer,* You are to play the losing Card, because if you play the thirteenth Card first, the Adversaries knowing you to have one Trump remaining, will not pass your losing Card, and therefore you play 3 to 1 against yourself.

IV.

Let us suppose that you have the Ace, King, and three small Cards in any Suit, which has never been played; and let us suppose that it appears to you that your Partner has the last Trump

remaining,

remaining, *Query*, How are you to play thefe Cards to your greateft Advantage? *Anfwer*, You are to lead a fmall Card in that Suit, becaufe it is an equal Wager that your Partner has a better Card in that Suit than the laft Player; if fo, and that there are only three Cards in that Suit in any one Hand, it follows that you win five Tricks in that Suit; whereas, if you play the Ace and King in that Suit, it is 2 to 1 that your Partner does not hold the Queen, and confequently, by playing the Ace and King, it is 2 to 1 that you win only two Tricks in that Suit. This Method may be taken in cafe all the Trumps are played out, provided you have good Cards in other Suits to bring in this Suit; and you may obferve, that you reduce the Odds of 2 to 1 againft you to an equal Chance by this Method of Play, and probably gain three Tricks by it.

V.

If you chufe to have Trumps played by the Adverfaries, and that your Partner has led a Suit to you, of which you have the Ace, Knave, Ten, Nine, and Eight, or the King, Knave, Ten, Nine, and Eight, you are to play the Eight of either Suit, which probably leads the Adverfary, if he wins that Card, to play Trumps.

VI.

Suppofe you fhould have a Quart-Major in any Suit, with one or two more of the fame Suit, and that it is neceffary to let your Partner know that you have the Command of that Suit; in that Cafe, throw away the Ace of that Suit upon any Suit of which you have none in your Hand, to clear

up

up his Doubts, becaufe the Odds is in your Favour
that neither of the Adverfaries have more than
three in that Suit: The like Method may be taken
if you have a Quart to a King; the Ace being
played out, you may throw away the King; alfo,
if you fhould have a Quart to a Queen (the Ace
and King being played out) you may throw away
your Queen: All which lets your Partner into the
State of your Game; and you may play by the
like Rule in all inferior Sequences, having the
beft of them in your Hand.

VII.

There is fcarcely any thing more commonly
practifed amongft moderate Players, in cafe the
King is turned up on their Left-hand, and that
they have the Queen and one fmall Trump only,
to play out their Queen, in Hopes their Partner
may win the King if it is put on; not confidering
that it is about 2 to 1 that their Partner has not
the Ace; and admitting he has the Ace, they do
not confider that they play two Honours againft
one, and confequently weaken their Game, the
Neceffity only of playing Trumps fhould oblige
them to play thus.

VIII.

A CASE *which frequently happens.*

A and B are Partners againft C and D, and all
the Trumps are played out except one, which C
or D has; A has three or four winning Cards in
his Hand of a Suit already played, with an Ace
and one fmall Card of another Suit; -*Query,* Whe-
ther it is A's beft Play to throw away one of his
winning Cards, or the fmall Card to his Ace-Suit?

F 3   *Anfwer,*

Anfwer, It is his beſt Play to throw away one of
his winning Cards, becauſe, if his Right-hand
Adverſary plays to his Ace-Suit, he has it in his
Power to paſs it, and conſequently his Partner B
has an equal Chance to have a better Card in that
Suit than the third Hand; if ſo, and he has any
forcing Card, or one of his Partner's Suit to play
to, in order to force out the laſt Trump, his Ace
remaining in his Hand, brings in his winning
Cards; whereas, if A had thrown away the ſmall
Card to his Ace-Suit, and that his Right-hand
Adverſary had led that Suit, he had been obliged
to put on his Ace, and conſequently had loſt ſome
Tricks by this Method of Play.

IX.

Suppoſe ten Cards have been played out, and
ſuppoſe it appears very probable that your Left-
hand Adverſary has three Trumps remaining, *viz.*
the beſt and two ſmall ones; and ſuppoſe you
have two Trumps only, and that your Partner
has no Trump; and ſuppoſe your Right-hand
Adverſary plays a thirteenth or ſome other win-
ning Card; in that Caſe paſs it, by which Means
you gain a Trick, becauſe the Left-hand Adver-
ſary muſt trump it.

X.

In order to let your Partner into the State of
your Game, let us ſuppoſe you to have a Quart-
Major in Trumps (or any other four beſt Trumps)
if you are obliged to trump a Card, win it with
the Ace of Trumps, and then play the Knave,
or win it with the higheſt of any other four beſt
Trumps, and then play the loweſt, which clears
up

up your Game to your Partner; and by such a Discovery, it may be the Means of winning many Tricks: You may practice the like Rule in all other Suits.

XI.

If your Partner calls at the Point of eight before his Time, you are to trump to him, whether you are strong in Trumps or Suits, or not; because, as he calls before he is obliged to do so, it is a Declaration of his being strong in Trumps.

XII.

Suppose your Right-hand Adversary turns up the Queen of Clubs, and suppose, when he has the Lead, he plays the Knave of Clubs, and suppose you have the Ace, Ten, and one Club more, or the King, Ten, and one small Card; *Query*, When he leads his Knave, whether you are to win it or not? *Answer*, You are not to win it, because it is an equal Wager, when he leads his Knave of Clubs, you not having the King, that your Partner has it; also it is an equal Wager, when he leads his Knave of Clubs, you not having the Ace, that your Partner has it; and consequently you gain a Trick by passing it; which cannot be done, if you either put on your King or Ace of Clubs.

XIII.

A CASE *for a Slam.*

Let us suppose A and B Partners against C and D; and let us suppose C to deal; and let us suppose A to have the King, Knave, Nine, and seven of Clubs, they being Trumps; a Quart-

Major

Major in Diamonds, a Tierce-Major in Hearts, and the Ace and King of Spades.

Let us suppose B to have nine Diamonds, two Spades, and two Hearts.

Also, Let us suppose D to have the Ace, Queen, Ten, and Eight of Trumps, with nine Spades.

And let C have five Trumps and Eight Hearts.

A is to lead a Trump, which D is to win, and D is to play a Spade, which his Partner C is to trump; C is to lead a Trump, which his Partner D is to win; when D is to lead a Spade which C is to trump; and C is to play a Trump which D is to win; and D having the best Trump is to play it; which done, D having seven Spades in his Hand wins them, and consequently slams A and B.

CHAP. XVI.

Additional CASES at WHIST *never published till* 1748.

I.

IF your Partner leads the King of a Suit, and that you have none of that Suit, pass it, by throwing away a losing Card (unless your Right-hand Adversary has put on the Ace) because, by so doing, you make Room for his Suit.

II.

Suppose your Partner leads the Queen of a Suit, and your Right-hand Adversary wins it with the Ace, and returns that Suit; in case you have none of it, do not trump it, but throw away a losing Card, which makes Room for your Partner's Suit. An Exception to this Manner of Play is, if

if you play for an odd Trick, and that you are
very weak in Trumps, you may trump it.

III.

Suppose you have the Ace, King, and one small
Card of a Suit, and that your Left-hand Adversa-
ry leads that Suit; and suppose you should have
four small Trumps, and no Suit of Consequence to
lead from; and suppose your Right-hand Adver-
sary should put up the Nine, or any lower Card;
in this Case, win it with the Ace, and return the
Lead upon the Adversary, by playing the small
Card of that Suit; who will have Reason to judge
that the King lies behind him, and consequently
will not put up his Queen if he has it; and there-
fore you have a fair Probability of winning a
Trick by this Method of Play, at the same Time
letting your Partner into the State of your Game.

IV.

If your Partner forces you to trump a Card
early in the Deal, you are to suppose him strong
in Trumps, except at the Points of four or nine;
and therefore, if you are strong in Trumps, you
may play them.

V.

Suppose you call at the Point of eight, and
your Partner has no Honour; and suppose you
should have the King, Queen, and Ten; the
King, Knave, and Ten; or the Queen, Knave,
and Ten of Trumps; when Trumps are played,
always put on the Ten, which demonstrates to
your Partner that you have two Honours remain-
ing, and so he plays his Game accordingly.

VI. Sup-

VI.

Suppose your Right-hand Adversary calls at the Point of eight, and his Partner has no Honour; and suppose you should have the King, Nine, and one small Trump, or the Queen, Nine, and two small Trumps; when Trumps are played by your Partner put on the Nine, because it is about 2 to 1 that the Ten is not behind you, and so you play your Nine to an Advantage.

VII.

If you should happen to lead a Suit of which you have the Ace, King, and two or three more, when you play the Ace, if your Partner plays the Ten or Knave; and suppose you should have one single Card in your Hand in any other Suit, and two or three small Trumps only; in this Case lead the single Card, in order to establish a Saw, and this Consequence attends such play, *viz.* upon leading that Suit it gives your Partner an equal Chance of having a better Card in it than the last Player; whereas had he led that Suit to you, which is probable had been his strong Suit, the Adversary would have made the Discovery of your attempting to establish a Saw, they would trump out, and so prevent your making your small Trumps: By this Method of Play your Partner will easily judge the Reason for your changing of Suits, and so play his Game accordingly.

VIII.

Suppose you have the Ace and Duce of Trumps, and strong in the three other Suits; if you are to lead, play your Ace, and next your Duce of Trumps, in order to put the Lead into your Part-
ner's

ner's Hand, to take out two Trumps for one; and
suppose the last Player wins that Trick, and that
he leads a Suit of which you have the Ace, King,
and two or three more, pass it, because it is an
equal Wager that your Partner has a better Card
in that Suit than the third Hand; if so, he will
then have an Opportunity of taking out two
Trumps to one; when the Lead comes into your
Hand, you are to endeavour to force out one of
the two Trumps remaining, upon Supposition 11
Trumps are played out, and the Odds is still in
your Favour that your Partner has one of the two
Trumps remaining.

IX.

Suppose ten Cards are played out, and that
you have the King, Ten, and one small Card of
any Suit, which has never been led; and suppose
you have won six Tricks, and suppose your Part-
ner leads from that Suit, and that there is neither
a Trump or thirteenth Card in any Hand; in this
Case, unless your Right-hand Adversary puts on
so high a Card as obliges you to play your King,
do not put it on, because upon the Return of that
Suit, you make your King, and consequently the
odd Trick, which makes two Difference: If
there happens to be only nine Cards played out
in the like Circumstance, you are to play by the
like Rule. This Method is always to be taken,
unless the gaining of two Tricks gives you a
Chance either to save your Lurch, or to win or
save the Game.

X. Sup-

X.

Suppose A and B Partners against C and D, and let us suppose B has the two last Trumps, also the Queen, Knave, and Nine of another Suit; and let us suppose A has neither the Ace, King, or Ten of that Suit, and A is to lead that Suit: *Query*, What Card is B to play to give him the fairest Probability of winning a Trick in that Suit? *Answer*, B is to play the Nine of that Suit, because it is only 5 to 4 against him that his Left-hand Adversary holds the Ten; and if he plays either the Queen or Knave, it is about 3 to 1 the Ace or King is in his Left-hand Adversary's Hands, and consequently he reduces the Odds of 3 to 1 against him, to 5 to 4 only.

XI.

Let us vary the foregoing Case, and put the King, Knave, and Nine of a Suit into B's Hand, upon Supposition that A has neither Ace, Queen, or Ten, when A leads that Suit, it is exactly equal whether B plays his King, Knave, or Nine.

XII.

Suppose you have Ace, King, and three or four small Cards of a Suit not played, and that it appears to you that your Partner has the last Trump; in this Case, if you are to lead, play a small Card in that Suit, it being an equal Wager that your Partner has a better Card in that Suit than the last Player; if so, the Probability is in your Favour that you make five or six Tricks in that Suit; but if you should play out Ace and King of that Suit, it is 2 to 1 that your Partner

has

has not the Queen, and consequently it is 2 to 1 that you make only two Tricks in that Suit; by which Method of Play you risk the losing of three or four Tricks in that Deal to gain one only.

XIII.

Suppose your Partner leads a Suit of which he has the Ace, Queen, Knave, and many more, and leads his Ace, and then plays his Queen; in case you have the King, and two small Cards in that Suit, win his Queen with the King; and suppose you are strong in Trumps, by clearing the Board of Trumps, and having a small Card of your Partner's great Suit, you do not obstruct his Suit, and consequently win many Tricks by this Method of Play.

C H A P. XVII.

New CASES *at* WHIST, *never published till* 1760.

Case I. *How to play for an odd Trick.*

SUPPOSE you are elder Hand, and that you have the Ace, King, and three small Trumps, with four small Cards of another Suit, three small Cards of the third Suit, and one small Card of the fourth Suit: *Query,* How are you to play? *Answer,* You are to lead the single Card, which, if it is won by the last Player, it puts him upon playing Trumps, or to play to your weak Suits; in which Case your Partner and you gain the Tenace.

The like Case for an odd Trick, and that your Partner is to lead.

Let us suppose he plays the Ace of the Suit of which you have only one, and proceeds to play

G   the

the King of the same Suit, and that your Right-hand Adversary trumps it with the Queen, Knave, or Ten, do not over-trump him, but throw away a small Card of your weakest Suit; the Consequence of which is obvious, because it leaves your Partner the last Player, and so gives him the Tenace in your weak Suits.

The like Case, upon Supposition you want four or five Points, and that you are elder Hand.

In that Case play a small Trump, and if your Partner has a better Trump than the last Player, and returns the Lead, put on your King of Trumps, and then proceed to play the Suit of which you have four in Number.

These Examples being duly attended to, on all Parts of the Game, must be of great Consequence to the Player; because when he has no good Suit to play, his Partner being the last Player gains the Tenace in his weak Suits.

Case II.

A and B are Partners against C and D, twelve Trumps are played out, and seven Cards only remain in each Hand, of which A has the last Trump, and also the Ace, King, and four small Cards of a Suit.

Query, Whether A should play the Ace and King of that Suit, or a small one?

Answer, A ought to play a small Card of that Suit, because it is an equal Wager that his Partner has a better Card in that Suit than the last Player; and in this Case, if four Cards of that Suit should happen to be in either of the Adversaries Hands, by this Method of Play, he will be able to make

five

five Tricks in that Suit; which if he played off his Ace and King, he had made only two Tricks in that Suit. If neither of the Adversaries have more than three Cards in that Suit, he has an equal Wager to win six Tricks in it.

Case III.

Suppose A and B are Partners against C and D, and that eight Trumps are played out, and that A has four of those Trumps remaining, C having the best Trump, and to lead.

Query, Whether C ought to play his Trump or not?

Answer, C ought not to play his Trump to take out one of A's Trumps, because as he leaves three Trumps in A's Hands, in Case A's Partner has any great Suit to make, by C's keeping the Trump in his Hands, he can prevent him from making that Suit by trumping it.

IV. *A Case of Curiosity, first published* 1763.

Suppose three Hands of Cards containing three Cards in each Hand, let A name the Trumps, and let B chuse which Hand he pleases, A having his Choice of either of the other two Hands, wins two Tricks.

Clubs are to be Trumps.

First Hand, Ace, King, and Six of Hearts.

Second Hand, Queen and Ten of Hearts, and Ten of Trumps.

Third Hand, Nine of Hearts, and Two and Three of Trumps.

The first Hand wins of the second.

The second wins of the third.

And the third wins of the first,

G 2   C H A P.

CHAP. XVIII.

New LAWS *at* WHIST, *as played at* White's, *at* Saunders's *Chocolate-house*, &c. 1760.

I.

IF any Body plays out of his Turn, it is in the Option of either of his Adverfaries to call the Card play'd, at any Time in that Deal, provided it does not make him revoke; or if either of the adverfe Parties are to lead, he may defire his Partner to name the Suit he chufes to have him lead, and when a Suit is then named, his Partner muft play it if he has it.

II.

No Revoke to be claimed till the Trick is turned and quitted, or the Party who revoked, or his Partner, have played again.

III.

If a Revoke happens to be made, the adverfe Party may add three to his Score, and take three Tricks from the Adverfaries, or take down three from their Score; and the adverfe Party, provided they are up, notwithftanding the Penalty, muft remain at nine; the Revoke takes place of any other Score of the Game.

IV.

If any Perfon calls at any Point of the Game, except eight, either of the adverfe Parties may call a new Deal; and they are at Liberty to confult each other, whether they will have a new Deal.

V.

After the Trump Card is turned up, no Body ought to remind his Partner to call, on Penalty of loſing a Point.   VI. If

VI.

If the Trump Card is turned up, no Honours in the preceding Deal can be set up, unless they were before claimed.

VII.

If any Person separates a Card from the rest, the adverse Party may call it, provided he names it, and proves the Separation; but in case he calls a wrong Card, the adverse Parties may call the highest or lowest of any Suit, out of his or his Partner's Hands, the first Time either of them are to play.

VIII.

If any Person revokes, and before the Cards are turned discovers it, the adverse Party may call the highest or lowest Card of the Suit led, or have their Option to call the Card then played, at any Time, when it does not cause a Revoke.

IX.

If a Card is turned up in dealing, it is in the Option of the adverse Party to call a new Deal; but if either of them have been the Cause of turning up such Card, in that Case the Dealer has his Option.

X.

If the Ace, or any other Card of a Suit is led, and it should so happen that the last Player plays out of his Turn, whether his Partner has any of the Suit led or not, provided you do not make him revoke, he is neither entitled to trump it, nor to win the Trick.

G 3   XI. If

XI.

If a Card is faced in the Deal, they muſt deal again, unleſs it is the laſt Card.

XII.

Every Perſon ought to ſee that he has thirteen Cards dealt; therefore, if any one ſhould happen to have only twelve, and does not find it out till ſeveral Tricks are played, and that the reſt of the Players have their right Number, the Deal ſtands good; and alſo the Perſon who plays with twelve Cards, is to be puniſhed for each Revoke, in caſe he has made any; but if any of the reſt of the Players ſhould happen to have fourteen Cards, in that Caſe the Deal is loſt.

XIII.

If any Perſon throws his Cards upon the Table, with their Faces upwards, upon Suppoſition that he has loſt the Game, the Adverſaries have it in their Power to call any of the Cards once or oftner, when they think proper, provided they do not make the Party revoke, and he is not to take up his Cards again.

XIV.

A and B are Partners againſt C and D; A leads a Club, his Partner B plays before the Adverſary C; in this Caſe, D has a Right to play before his Partner C, becauſe B played out of his Turn.

XV.

If any Perſon is ſure of winning every Trick in his Hand, he may ſhew his Cards upon the Table: but ſhould it ſo happen that he has any loſing Cards in his Hand, he is then liable to have all his Cards called.

XVI. If

XVI.

If any Person calls at the Point of eight, and his Partner answers, and both the opposite Parties have thrown down their Cards, and it appears that the other Side had not two by Honours; in this Case they may consult with one another about it, and are at Liberty to stand the Deal or not.

XVII.

And if any Body answers when he has not an Honour, the adverse Party may consult one another about it, and are at Liberty to stand the Deal or not.

XVIII.

The Dealer ought to leave in View upon the Table his Trump Card, till it is his Turn to play; and after he has mixed it with his other Cards, no Body is entitled to demand what Card is turned up, but may ask what is Trumps: This Consequence attends such a Law, that the Dealer cannot name a wrong Card, which otherwise he might have done.

XIX.

No Revoke can be claimed after the Cards are cut for a new Deal.

XX.

If any Body claims a Revoke, the adverse Parties are not to mix their Cards afterwards, upon Forfeiture of the Revoke.

XXI.

A and B are Partners against C and D; A plays the Ten of a Suit, the Adversary C plays the Knave of the same Suit, B plays a small Card

of

of the same Suit; but before D plays, his Partner C plays a thirteenth, or some other Card; the Penalty shall be in the Option of A or B, to oblige D to win the Trick if he can,

XXII.

If any Body calls at eight after he has played, it shall be in the Option of the Adversaries to call a new Deal.

XXIII.

A and B are Partners against C and D; A leads a Club, C plays the Ace of Clubs, B plays a Club, and D, Partner to C, takes up the Trick without playing any Card; A, and the rest of the Players play on, till it appears D has one Card more than the rest; Penalty to be in the Option of the Adversaries to call a new Deal.

XXIV.

A deals, and instead of turning up the Trump, he puts the Trump Card upon the Rest of his Cards, with the Face downwards; he is to lose his Deal.

These Laws are agreed to by the best Judges.

CHAP. XIX.

A DICTIONARY *for* WHIST, *which resolves almost all the critical Cases that may happen at that* GAME; *by Way of Question and Answer.*

1. HOW to play Trumps to the greatest Advantage? Peruse the Treatise of Whist, Chap. I. Case 11, and all the remaining Cases in that Chapter; also Chap. II.

2. How to play Sequences when Trumps? *Answer.* You are to begin with the highest of them.

3. How

3. How to play Sequences when they are not Trumps?

Anf. If you have five in Number, you are to begin with the lowest; if three or four in Number, always play the highest.

4. Why do you prefer playing of Sequences rather than other Suits?

Anf. Becaufe they are the fafeft Lead, and gain the Tenace in other Suits.

5. When ought you to make Tricks early?

Anf. When you are weak in Trumps.

6. When ought you not to make Tricks early?

Anf. When you are ftrong in Trumps.

7. When do you play from an Ace-Suit?

Anf. You do fo when you have three in Number only in any Suit (Trumps excepted.)

8. When don't you play from an Ace-Suit?

Anf. You ought not to lead from an Ace-Suit, having four or more in Number in any other Suit, becaufe the Ace is an Affiftant to your great Suit, and when Trumps are played out, enables you to make that Suit.

9. When any Card of Confequence is turned up on your Right or Left-hand, how are you to play in that Cafe? See Chap. X. Cafe 1. Chap. XII. Cafe 1.

10. Why are you always to play your Hand by your own and Adverfaries Scores?

Anf. Chap. I. Cafe 6. See References in this Cafe.

11. How to know when your Partner has no more of the Suit played? See Chap. IV. Cafes 1, 2, 3.

12. Reasons

12. Reasons for putting on at Second-hand the King, Queen, Knave, Ten, and when not? Chap. X. Cases 1, 2, 3.

13. Why are you to play the Queen, Knave, or Ten of any Suit, when that Suit is played a second Time, having three in Number only? Chap. XIII. Case 4.

14. When ought you to over-trump your Adversary, and when not?

Ans. When you are weak in Trumps you ought to over-trump him; but if strong in Trumps, you ought to throw away a losing Card.

15. Reasons for not parting with the Command of your Adversary's strong Suit. Chap. XIII. Case 1.

16. If your Adversary on your Right-hand leads a Suit of which you have the Ace, King, and Queen, why are you to put on the Ace preferable to the Queen?

Ans. Because it deceives the Adversary, which, in this Case is of more Consequence to you than to deceive your Partner.

17. To declare your strong Suit, when proper to be done, and when not?

Ans. When you have only one strong Suit, and you trump out to make that Suit, in that Case you ought to declare it; but if you are strong in all Suits, there is no Necessity of declaring your strongest Suit.

18. The Ace turned up on your Right-hand, and that you have the Ten and Nine only of Trumps, why do you play the Ten? Chap. XI. Case 1.

19. Why

19. Why do you play from a King-Suit preferable to a Queen-Suit, having the like Number of each?

Anf. Becaufe it is 2 to 1 that the Ace does not lie in your Left-hand Adverfary's Hands, and it is 5 to 4 if you lead from a Queen-Suit, that the Ace or King lies in his Hands, and that you lofe your Queen, and fo play to a Difadvantage.

20. Why do you play from a Queen-Suit preferable to a Knave-Suit?

Anfwered Cafe 19.

21. When you have the four beft Cards of any Suit, why do you throw away the beft?

Anf. To let your Partner into the State of your Game.

22. Your Partner's ftrong Suit, how are you to make the moft of it?

Chap. VI. has fix Examples to demonftrate it.

23. The Queen turned up on your Right-hand, you have the Ace, Ten, and one Trump, or the King, Ten, and one Trump, if the Right-hand Adverfary plays the Knave, *Query*, how are you to play?

Anf. You are to pafs it, by which you have an equal Wager of gaining a Trick, and cannot lofe by fo doing.

24. Four Cards are played out, and Trumps are gone round twice, your Partner not appearing to have any higher Trump than the eight, yet he has three Trumps; when he plays his third Trump, the next Hand puts on the Knave, there being the King only in the Adverfary's Hands, you having the Ace and Queen of Trumps.

Query,

Query, Whether are you to play the Ace or Queen?

Ans. You are to play the Ace, becaufe it is 9 to 8 that the laft Player has the King; and if you reduce the Cards to 2 in Number, it then is 2 to 1 in your Favour, by playing the Ace, that the King falls: The like Method may be taken in other Suits, upon the like Occafions.

EXAMPLE.

Let us fuppofe that you have only two Cards remaining in your Hands of any Suit, *viz.* the Queen and Ten; and let us fuppofe the Knave and Nine of the fame Suit are in your Adverfary's Hands, when your Partner leads that Suit, your Right-hand Adverfary plays the Nine, and has one Card only remaining:

Query, Whether you ought to play your Queen or Ten?

Ans. You ought to play your Queen, becaufe it is 2 to 1 that your Left-hand Adverfary has the Knave. And in all Cafes of the like Nature you ought to play by this Rule.

I would know what is the Odds that the Dealer at Whift holds four Trumps or more?

Ans. That he holds four Trumps or more is 232 to 165, or about a Guinea to 14*s.* 11*d.* and almoft a Farthing.

CHAP. XX.

An Explanation, for the Ufe of Beginners, of fome of the TERMS *or* TECHNICAL WORDS *made ufe of in this Treatife.*

FINESSING,

MEANS the endeavouring to gain an Advantage by Art and Skill, which confifts
in

in this; when a Card is led, and you have the best and third best Card of that Suit, you judge it best to put your third best Card upon that Lead, and run the Risk of your Adversary's having the second best of it; that if he has it not, which is 2 to 1 against him, you are then sure of gaining a Trick.

FORCING,

Means the obliging your Partner or your Adversary to trump a Suit of which he has none. The Cases mentioned in this Treatise will shew when it is proper to force either of them.

LONG TRUMP,

Means the having one or more Trumps in your Hand, when all the rest are out.

LOOSE CARD,

Means a Card in a Hand that is of no Value, and consequently the properest to throw away.

POINTS,

Ten of them make a Game; as many as are gained by Tricks or Honours, so many Points are set up to the Score of the Game.

QUART,

In general is a Sequence of any four Cards immediately following one another in the same Suit. *Quart-Major* is therefore a Sequence of Ace, King, Queen, and Knave, in any Suit.

QUINT,

In general is a Sequence of any five Cards immediately following one another in the same Suit. *Quint-Major* is therefore a Sequence of Ace, King, Queen, Knave, and Ten, in any Suit.

H

REVERSE,

REVERSE.

Playing at any Time the *Reverse*, means only the playing your Hand in a different Manner; that is to say, if you are strong in Trumps you play one Way, but if weak in Trumps you play the *Reverse*, viz. another.

SEE-SAW,

Is when each Partner trumps a Suit, and they play those Suits to one another to trump.

SCORE.

Score of the Game, is the Number of Points set up, ten of which make a Game.

TENACE.

Having the *Tenace* in any Suit supposes the having the first and third best Cards, and being the last Player, and consequently you catch the Adversary when that Suit is played: As for Instance, in case you have Ace and Queen of any Suit, and that your Adversary leads that Suit, you must win those two Tricks; and so of any other Tenace in inferior Cards.

TERCE,

In general is a Sequence of any three Cards immediately following one another in the same Suit. *Terce-Major* is therefore a Sequence of Ace, King, and Queen, in any Suit.

CHAP.

CHAP. XXI.

An ARTIFICIAL MEMORY, *or an easy Method of assisting the* MEMORY *of those that play at the Game of* WHIST.

Together with
Some Additional CASES.

I.

PLACE of every Suit in your Hand, the worst of it to the Left-hand, and the best (in Order) to the Right; and the Trumps in the like Order, always to the Left of all the other Suits.

II.

If in the Course of Play you find you have the best Card remaining in any Suit, put the same to the Left of your Trumps.

III.

And if you find you have the second best Card of any Suit to remember, place it on the Right of your Trumps.

IV.

And if you have the third best Card of any Suit to remember, place a small Card of that Suit between the Trumps and that third best, to the Right of the Trumps.

V.

To remember your Partner's first Lead, place a small Card of that Suit led in the Midst of your Trumps, and if you have but one Trump, on the Left of it.

VI.

When you deal, put the Trump turned up to the Right of all your Trumps, and part with it as

late as you can, that your Partner may know you
have that Trump left, and so play accordingly.

VII.

To find where or in what Suit your Adversaries revoke.

Suppose the two Suits on your Right-hand to
represent your Adversaries in the Order they fit,
as to your Right and Left-hand.

When you suspect either of them to have made
a Revoke in any Suit, clap a small Card of that
Suit amongst the Cards representing that Adver-
sary; by which Means you record not only that
there may have been a Revoke, but also which
of them made it, and in what Suit.

If the Suit that represents the Adversary that
made the Revoke, happens to be the Suit he
revoked in, change that Suit for another, and, as
above, put a small Card of the Suit revoked in, in
the Middle of that exchanged Suit, and if you have
not a Card of that Suit, reverse a Card of any Suit
you have, (except Diamonds) and place it there.

VIII.

As you have a Way to remember your Part-
ner's first Lead, you may also record in what
Suit either of your Adversaries made their first
Lead, by putting the Suit in which they made
that Lead, in the Place which in your Hand re-
presents that Adversary, at either your Right or
Left-hand; and if other Suits were already placed
to represent them, then exchange them for the
Suits in which each of them makes his first Lead.

The foregoing Method is to be taken when you
find it more necessary to record your Adversary's
first Lead, than to endeavour to find out a Revoke.

CHAP.

CHAP. XXII.

The LAWS *of the Game at* WHIST.

I.

IF any Person plays out of his Turn, it is in the Option of either of his Adversaries to call the Card so played, at any Time in that Deal, provided it does not make him revoke; or if either of the adverse Party is to lead, he may desire his Partner to name the Suit he chuses to have him lead, and when a Suit is then named, the Partner must play it if he has it.

II.

No Revoke to be claimed till the Trick is turned and quitted, or the Party who revoked, or his Partner, have played again.

III.

If a Revoke happens to be made, the adverse Party may add three to his Score, and the revoking Party, provided they are up, notwithstanding the Penalty, must remain at nine: The Revoke takes place of any other Score of the Game.

IV.

If any Person calls at any Point of the Game, except eight, either of the adverse Parties may call a new Deal; and they are at Liberty to consult each other whether they will have a new Deal.

V.

After the Trump-Card is seen, no Body ought to remind his Partner to call.

H 3   VI. If

VI.

If the Trump-Card is seen, no Honours in the preceding Deal can be set up, unless they were before claimed.

VII.

If any Person separates a Card from the rest, either of the adverse Parties may call it, provided he names it, and proves the Separation; but in case he calls a wrong Card, either of the adverse Parties may once call the highest or lowest Card in any Suit led during that Deal.

VIII.

Each Person ought to lay his Card before him; after he has done so, if either of the adverse Parties mix their Cards with his, his Partner is entitled to demand each Person to lay his Card before him; but not to enquire who played any particular Card.

IX.

If any Person revokes, and before the Cards are turned discovers it, the adverse Party may call either the highest or the lowest Card of the Suit led, or have their Option to call the Card then played at any other Time, when it does not cause a Revoke.

X.

If a Card in dealing is turned up, it is in the Option of the adverse Party to call a new Deal, unless they, or either of them, have been the Cause of turning up such Card; in which Case the Dealer has the Option.

XI.

If the Ace or any other Card of any Suit is led, and it should so happen that the last Player plays out of his Turn, whether his Partner has any of the Suit led or not (provided you do not make him revoke) he is neither entitled to trump it, nor to win that Trick.

XII.

If a Card is faced in the Pack, they must deal again, except it is the last Card.

XIII.

None of the Players are to take up, or look at their Cards, while any Person is dealing; and if the Dealer should happen to miss Deal, in that Case he shall deal again; and if a Card is turned up in dealing, no new Deal is to be called.

XIV.

When a Card is led, if one of the Adversaries plays out of his Turn, his Partner is not to win the Trick, if he can avoid it without revoking.

XV.

Every Person ought to see that he has 13 Cards dealt him; therefore, if any one should happen to have only 12 Cards, and does not find it out till several Tricks are played, and that the rest of the Players have their right Numbers, the Deal stands good; and also the Person who plays with 12 Cards is to be punished with each Revoke, in case he has made any; but if any of the rest of the Players should happen to have 14 Cards, in that Case the Deal is void.

XVI. If

XVI.

If any Person throws his Cards upon the Table, with their Faces upwards, upon Suppofition that he has loft the Game, if his Partner does not give up the Game, the Adverfaries have it in their Power to call any of thofe Cards, when they think proper, provided they do not make the Party revoke.

XVII.

A and B are Partners againft C and D; A leads a Club, his Partner B plays before the Adverfary C; in this Cafe D has a Right to play before his Partner C, becaufe B played out of his Turn.

XVIII.

If any Perfon is fure of winning every Trick in his Hand, he may fhew his Cards upon the Table; but fhould it fo happen that he has any lofing Card in his Hand, he is then liable to have all his Cards called.

XIX.

No Perfon ought to afk his Partner whether he had played an Honour, while the Cards are playing.

XX.

A and B are Partners againft C and D; A leads a Club, C plays a Spade, B plays the King of Clubs, and D plays a Club; C difcovers he has revoked before the Trick is turned:

Query, What is the Penalty?

B may take up his Card again, and fo may D, and either A or B have it in their Option to oblige C to play the higheft or the loweft Card of the Suit led.

XXI. If

XXI.

If any Person calls at the Point of eight, and his Partner anſwers, and both the oppoſite Parties have thrown up their Cards, and it appears that the other Side had not two by Honours: in this Caſe they may conſult with one another about it, and are at Liberty to ſtand the Deal or not.

XXII.

And if any Body anſwers when he has not an Honour, the adverſe Party may conſult with one another about it, and are at Liberty to ſtand the Deal or not.

XXIII.

No Perſon may take new Cards in the Middle of a Game, without the Conſent of all Parties.

XXIV.

The Dealer ought to leave to View upon the Table his Trump-Card, till it is his Turn to play; and after he has mixed it with his other Cards, no Body is entitled to demand what Card is turned up, but may aſk what is Trumps: This Conſequence attends ſuch a Law, that the Dealer cannot name a wrong Card, which he otherwiſe might have done.

End of the GAME *of* WHIST.

✦✦✦✦✦✦✦✦✦✦✦:✦✦✦✦✦✦✦✦✦✦✦

A SHORT

TREATISE

On the GAME of

QUADRILLE;

SHEWING

The Odds of winning or losing most GAMES that are commonly played, either by calling a King, or by playing *Sans Prendre*.

To which are added,

The LAWS of the GAME.

The NINTH EDITION.

By EDMOND HOYLE, Gent.

✦✦✦✦✦✦✦✦✦✦✦:✦✦✦✦✦✦✦✦✦✦✦
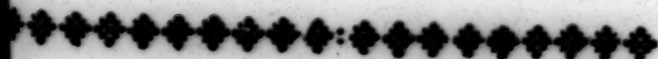
A SHORT

TREATISE

On the GAME of

QUADRILLE.

CHAP. I.

BECAUSE a Learner may be at a Loss to know the Rank and Order of the Cards, when Trumps or not, the two following Tables shew them.

The Rank and Order of the Cards when not Trumps.

Clubs and Spades.	Hearts and Diamonds.
King,	King,
Queen,	Queen,
Knave,	Knave,
Seven,	Ace,
Six,	Deuce,
Five,	Three,
Four,	Four,
Three,	Five,
Deuce,	Six,
	Seven,
In all 9.	In all 10.

I

The Rank and Order of the Cards when Trumps.

Clubs and Spades.	Hearts and Diamonds.
Spadille, *the Ace of Spades.*	Spadille, *the Ace of Spades.*
Manille, *the Deuce of Spades or of Clubs.*	Manille, *the Seven of Hearts or of Diamonds.*
Basto, *the Ace of Clubs.*	Basto, *the Ace of Clubs.*
	Punto, *the Ace of Hearts or of Diamonds.*
King,	King,
Queen,	Queen,
Knave,	Knave,
Seven,	Deuce,
Six,	Three,
Five,	Four,
Four,	Five,
Three,	Six,
In all 11.	In all 12.

You may observe by the foregoing Tables, that Spadille and Basto are always Trumps; therefore the red Suits have one Trump more than the black.

There are three Matadores, *viz.* Spadille, Manille, and Basto.

Therefore, if an ordinary Trump is led, you are not obliged to play a Matadore upon it; but if Spadille is led, and you should hold Manille or Basto unguarded, you must play it: also if Manille is led, and you should have Basto unguarded, it must be played.

The

The Order of the False Matadores.

Clubs and Spades.	Hearts and Diamonds.
Manille, *the Deuce of Clubs or of Spades.*	Manille, *the Seven of Hearts or of Diamonds.*
Basto, *the Ace of Clubs.*	Basto, *the Ace of Clubs.*
	Punto, *the Ace of Hearts or of Diamonds.*
King,	King,
Queen,	Queen,
Knave,	Knave,
Seven,	Deuce,
Six,	Three,
Five,	Four,
Four,	Five,
Three.	Six.
In all 10.	In all 11.

You see by the foregoing Table, the Order or Rank of the false Matadores.

We generally call them false Matadores, if we begin at Basto, and so proceed by Sequences to any Number.

C H A P. II.

I.

THE first Thing to be done, after you have seen your Cards, is, to ask Leave to pass, or to play *sans prendre*; and if you name a wrong Trump, you must abide by it.

II.

If all the Players pass, he who has Spadille is obliged to play; but if he does not take three Tricks, he is not basted.

I 3   III. The

III.

The Player ought to have a fair Probability of winning three Tricks when he calls a King, to prevent his being basted.

IV.

Therefore we will set down such Games only as give a fair Chance to win a Game by calling a King, with Directions at the End of each Case what Trump you are to lead.

Calculations necessary to be understood by those who have made some Progress in the Game.

I.

I would know what is the Odds that my Partner holds one Card out of any two certain Cards?

Answer. That he holds one Card out of any two certain Cards, is about 5 to 4 in his Favour.

II.

I would also know what is the Odds that my Partner holds one Card out of any three certain Cards?

Answer. That he holds one Card out of any three certain Cards, is about 5 to 2 in his Favour.

An Explanation and Application of the foregoing Calculations.

I.

That your Partner holds one Card out of any two certain Cards.

Suppose you should hold one Matadore, it is by this Calculation evident, that it is 5 to 4 in your Favour that your Partner holds one of the other two, and consequently you may play your Game accordingly.

Again,

Again, Suppose you call a King, and having a Knave and one small Card of a Suit in your Hand, by the foregoing Calculation, it is plain that you have 5 to 4 in your Favour, that your Partner holds either the King or Queen of that Suit; and consequently you have the Odds in your Favour to win a Trick in that Suit.

II.

That your Partner holds one Card out of any three certain Cards.

Suppose you have one Matadore, but with the Affistance of one of them you have great Odds of winning the Game; you may observe, by the foregoing Calculation, that it is about 5 to 2 that your Partner holds one of them, you having none.

This Calculation may be applied to many other Cases, very useful to the Player.

Games in Red, which may be played, calling a King.

I.

Spadille, Manille, two small Hearts or Diamonds, the Queen of Clubs and one small one, and four small Cards of the other Suits. Lead a small Trump.

II.

Spadille, Manille, two small Hearts or Diamonds, with the Knave and two small Clubs, and three small Cards of the other Suits. Lead a small Trump.

III.

Spadille, Manille, two small Hearts or Diamonds, three small Clubs, and three small Cards of the other Suits. Lead a small Trump.

I 3   IV. Spa-

IV.

Spadille, Punto, King, Queen, and one small Heart or Diamond, three small Clubs, the Queen, and one Spade. Lead Punto.

V.

Spadille, Punto, King, Knave, and one small Heart or Diamond, the Knave and two small Clubs, and two small Spades. Lead Punto.

VI.

Spadille, King, Queen, Knave, and one small Heart or Diamond, with the Queen, Knave, and one small Club, and two small Spades. Lead the King of Trumps.

VII.

Spadille, Three, Four, Five, and Six of Hearts or Diamonds, King of Clubs, and one more, Queen, and two small Spades; whether elder or any other Hand, when you have the Lead play a small Trump, in the second Lead, play Spadille.

VIII.

Manille, Basto, Punto, and two small Hearts or Diamonds, three small Clubs, and the Knave and one Spade. Lead Manille.

IX.

N. B. Manille, Basto, King, and two small Hearts or Diamonds, Queen, and one small Club, and three small Spades. Lead Manille.

X.

N. B. Manille, Basto, Queen and two small Hearts or Diamonds, Queen and two small Clubs, Knave and one Spade. Lead Manille.

XI. Manille,

XI.

Manille, Basto, with the three smallest Hearts or Diamonds, Queen, and one small Club, Knave, and two small Spades, play a small Trump.

XII.

N. B. Manille, Punto, King, and two small Hearts or Diamonds, Queen, Knave, and one small Club, King, and one small Spade. Lead Manille.

XIII.

Manille, Punto, Queen, and two small Hearts or Diamonds, Queen, and one small Club, King, and two small Spades. Play a small Trump.

XIV.

Manille, Punto, and three small Hearts or Diamonds, Knave, and one small Club, King, Queen, and one small Spade. Play a small Trump.

XV.

Manille, and the four smallest Hearts or Diamonds, Queen and one small Club, King, Queen, and one small Spade. Play a small Trump.

XVI.

N. B. Basto, Punto, Queen and two small Hearts or Diamonds, King and Queen of Clubs, Queen and two small Spades. Lead Basto.

XVII.

N. B. Basto, Punto, Queen and two small Hearts or Diamonds, Queen, Knave, and one small Club, King and Queen of Spades. Lead Basto.

XVIII.

N. B. Basto, Punto, and three of the smallest Hearts or Diamonds, King and Queen of Clubs,
Queen

Queen, Knave, and one small Spade. Play a small Trump.

XIX.

Basto, and the four smallest Hearts or Diamonds, King and Queen of Clubs, Queen, Knave, and one small Spade. Play a small Trump.

XX.

N. B. Punto, King, Queen, and two small Hearts or Diamonds, King and Queen of Clubs, Queen, Knave, and one small Spade. Lead Punto.

XXI.

Punto, King, and three small Hearts or Diamonds, King and Queen of Clubs, Queen, Knave, and one small Spade. Play a small Trump.

You are to observe that those Cases which are marked thus *(N. B.)* are very good Games to play, and that you have the Odds of your Side to win those which are not marked.

CHAP. III.

Games in Black, which may be played, calling a King.

I.

SPADILLE, Manille, and two small Clubs or Spades, the Knave, and two small Hearts, and three small Diamonds. Lead a small Trump.

II.

N. B. Spadille, Manille, and two small Clubs or Spades, Queen and two small Hearts, and three small Diamonds. Lead a small Trump.

III.

Spadille, Manille, and two small Clubs or Spades, three small Hearts, three small Diamonds. Lead a small Trump.

IV. *N. B.*

IV.

N. B. Spadille, King, Queen, and two small Clubs or Spades, with the Queen and one small Heart, three small Diamonds. Lead the King of Trumps.

V.

Spadille, King, Knave, and two small Clubs, Queen and two Diamonds, two small Hearts. Play a small Trump.

VI.

Spadille, Queen and three small Clubs or Spades, Queen and two small Hearts, two small Diamonds. Play a small Trump.

VII.

Spadille, and the four smallest Clubs or Spades, King, and one small Heart, Queen and two small Diamonds. Play a small Trump.

VIII.

Manille, Basto, King and two small Clubs or Spades, three small Hearts, and two small Diamonds. Lead Manille.

IX.

Manille, Basto, Queen and two small Clubs or Spades, three small Hearts, Queen and one small Diamond. Lead Manille.

X.

Manille, Basto, Knave and two small Clubs or Spades, Knave and one Heart, three small Diamonds. Lead Manille.

XI.

Manille, Basto, and three small Clubs or Spades, Queen and two small Hearts, Knave and one small Diamond. Lead Manille.

XII. *N. B.*

XII.

N. B. Manille, King, Queen, and two small Clubs or Spades, King and one small Heart, Queen, Knave, and one small Diamond. Lead Manille.

XIII.

N. B. Manille, King, Knave, and two small Clubs or Spades, King and one small Heart, Queen and two small Diamonds. Lead Manille.

XIV.

Manille, King, and three small Clubs or Spades, Queen and two small Hearts, King and one small Diamond. Play a small Trump.

XV.

Manille, and the four smallest Clubs or Spades, King, Queen, and one small Heart, two small Diamonds. Play a small Trump.

XVI.

N. B. Basto, King, Queen, and two small Clubs or Spades, Queen and two small Hearts, King and one small Diamond. Lead Basto.

XVII.

N. B. Basto, King, Knave, and two small Clubs or Spades, Knave and one Heart, King and two small Diamonds. Lead Basto.

XVIII.

N. B. Basto, King and three small Clubs or Spades, King and Queen of Hearts, Queen and two small Diamonds. Play a small Trump.

XIX.

Basto, and four of the smallest Clubs or Spades, King and Queen of Hearts, Queen, Knave, and one small Diamond. Play a small Trump.

XX. *N. B.*

XX.

N. B. King, Queen, Knave, and two small Clubs or Spades, King and Queen of Hearts, Knave and two small Diamonds. Lead the King of Trumps.

XXI.

King, Queen, Seven, Six, and Five of Clubs or Spades, King and Queen of Hearts, Queen, Knave, and one small Diamond. Lead the King of Trumps.

You are to observe that those Cases which are marked thus (*N. B.*) are very good Games to play, and you have the Odds of your Side, to win those which are not marked.

N. B. You are to call to your strongest Suits, except you have a Queen guarded. And if you are elder Hand, you have a fairer Chance to win the Game than if middle Hand, because you have an Opportunity of leading a Trump, which frequently makes your Adversaries play against each other.

C H A P. IV.

CASES *calculated, shewing the Players the Odds of winning the following Games at* QUADRILLE, *sans prendre; and also such Games as ought not to be played* sans prendre.

Games in Black, elder Hand.

I.

THREE Matadores in Clubs, King and Six of Diamonds, King and Six of Hearts, King, Five, and Six of Spades. Play Trumps to all the elder-hand Games. The above Game wins 27 to 4. II. Three

II.

Three Matadores and the Three of Clubs, King and Six of Diamonds, King and Six of Hearts, and two small Spades. The above Game wins 215 to 162, or about 4 to 3.

III.

Three Matadores, Three and Four of Clubs, King and Six of Diamonds, three small Hearts. Wins 291 to 86, or about 10 to 3.

IV.

Three Matadores, with Three, Four, and Five of Clubs, two small Diamonds, and two small Hearts. Wins near 10 to 1.

V.

Spadille, Manille, King, Knave, Three, and Four of Clubs, two small Diamonds, two small Hearts. Wins 4895 to 3022, or about 8 to 5.

VI.

Spadille, Manille, King, Three, Four, and Five of Clubs, two small Diamonds, two small Hearts. Wins about 8 to 5.

VII.

Spadille, Manille, King, Three and Four of Clubs, King and Six of Diamonds, and three small Hearts. Loses 1514 to 1125, or about 4 to 3.

VIII.

Spadille, Manille, Three, Four, Five, and Six of Clubs, two small Diamonds, and two small Hearts. Loses 1514 to 1125, or about 4 to 3.

IX.

Spadille, Manille, Three, Four, and Five of Clubs, King and one small Diamond, and three small Hearts. Loses 2234 to 405, or about 11 to 2.

X. Three

X.

Three false Matadores and Three of Clubs, King and Six of Diamonds, King and Six of Hearts, King and Six of Spades. Wins 215 to 162, or about 4 to 3.

XI.

Three false Matadores, Three and Four of Clubs, King and Six of Diamonds, King, Six, and Five of Hearts. Wins 291 to 86, or above 10 to 3.

XII.

Three false Matadores, Three, Four, and Five of Clubs, King and Six of Diamonds, two small Hearts. Wins 1025 to 106, or near 10 to 1.

XIII.

Manille, Basto, Queen, Three, Four, and Five of Clubs, King and one small Diamond, two small Hearts. Wins 4895 to 3022, or above 8 to 5.

XIV.

Manille, Basto, Knave, Three, Four, and Five of Clubs, King and one small Diamond, two small Hearts. Loses 4162 to 3755, or almost 10 to 9.

XV.

Spadille, Three, Four, Five, and Six of Clubs, King and one small Diamond, King of Spades, King and one small Heart. He must lead a small Trump, and his Chance then for winning is 1749 to 890; or near 2 to 1 for winning.

XVI.

Spadille, Three, Four, Five, Six, and Seven of Clubs, King and one Diamond, King of Spades, and King of Hearts. Wins about 275 to 2.

K   C H A P.

CHAP. V.
Games in Red, elder Hand.
I.

THREE Matadores in Hearts, King and one Diamond, King and one Spade, King and two Clubs. Wins 24 to 11, or about 2 to 1.

II.

Three Matadores and Three of Hearts, King and one small Diamond, King and Queen of Clubs, and two small Spades. Wins 7010 to 1661, above 4 to 1, besides the Chance that his Kings and Queens pass, though he should not fetch out all the Trumps.

III.

Three Matadores and Three and Four of Hearts, King and one small Club, and three Diamonds. Wins almost 4 to 3.

IV.

Three Matadores, Three, Four, and Five of Hearts, two small Diamonds, two small Clubs. Wins 291 to 86, or above 10 to 3.

V.

Spadille, Manille, Punto, Queen, Three and Four of Hearts, two small Diamonds, and two small Clubs. Loses 1706 to 1339, or above 5 to 4.

VI.

Spadille, Manille, Punto, Three, Four, and Five of Hearts, two small Diamonds, and two small Clubs. Loses 1514 to 1125, or above 4 to 3.

VII.

Spadille, Manille, King, Three, Four, and Five of Hearts, two small Diamonds, and two small Clubs. Loses 278 to 99, or about 14 to 5.

VIII. Spa-

VIII.

Spadille, Manille, Three, Four, Five, and Six of Hearts, two small Diamonds, and two small Clubs. Loses above 3 to 1.

IX.

Spadille, Manille, Three, Four, Five, and Six of Hearts, King and one Club, two small Diamonds. Wins 1845 to 794, or above 9 to 4.

X.

Spadille, Manille, Two, Three, Four, Five, and Six of Hearts, two small Diamonds, one small Club. Wins above 9 to 1, nearer 10 to 1.

XI.

Four Matadores in Hearts, King and two small Clubs, King and two small Spades. Wins about 16 to 1. That he fetches out the Trump is 7206 to 1465, near 5 to 1; besides the Chance for his King's passing, though the Trump should not fall.

XII.

Three false Matadores and Three of Hearts, King and one small Club, King and one Diamond, King and one small Spade. Loses 5791 to 2880, or above 2 to 1.

XIII.

Three false Matadores, Three and Four of Hearts, King and one Club, King and two Spades. Wins 215 to 162, or about 4 to 3.

XIV.

Three false Matadores, Three, Four, and Five of Hearts, King and one small Club, two small Spades. Wins 291 to 86, or above 10 to 3.

K 2   XV. Three

XV.

Three false Matadores, with the Knave, the Three, Four, and Five of Hearts, one small Diamond, two small Spades. Wins 1025 to 106, near 10 to 1; but you are to suppose the Lead is to come into your Hand a second Time, without trumping with a Matadore.

XVI.

Three false Matadores, with the Queen, the Three, Four, and Five of Hearts, one small Diamond, two small Clubs. (As the former) Wins near 10 to 1.

XVII.

Manille, Basto, King, Three, Four, and Five of Hearts, King and one Diamond, two small Clubs. Loses 1514 to 1125, or about 4 to 3.

XVIII.

Manille, Basto, Queen, Three, Four, and Five of Hearts, King and one Club, two small Spades. Loses 278 to 99, or near 3 to 1.

XIX.

Manille, Basto, Three, Four, Five, and Six of Hearts, King and one Diamond, two small Clubs. Loses 2639 to 405, or about 6 to 1.

XX.

Spadille, Two, Three, Four, Five, and Six of Hearts, King and one Diamond, King of Spades, and the King of Clubs. That he fetches out three Trumps by playing Spadille is above 4 to 1 for winning.

XXI.

Spadille, Three, Four, Five, and Six of Hearts, King and one Diamond, King and one Spade, and the King of Clubs.   That

That three sure Tricks in Trumps lie against the Player is 1384 to 1255, and consequently the Odds is against his winning the Game.

If he plays the Game, he must begin with leading a small Trump; for if he plays Spadille, he has no Chance at all.

At his second Lead he ought to play Spadille, having the fairest Probability of winning the Game by that Method of Play.

In all the Games of false Matadores, we have supposed the Player is not over-ruffed before it comes again into his Hand.

N. B. If you should have a *sans prendre* Game, and it should be 5 to 4 for winning it, you are to consider that the calling a King makes it a sure Game won, besides the Chance of winning a *Vole*; and therefore, upon a strict Calculation, it is found to be more adviseable to call a King in such a Case.

N. B. A good Player may play a weaker Game either elder or younger Hand, than middle Hand.

CHAP. VI.
Laws *at* QUADRILLE.

I.

WHOEVER names any Suit for Trumps, he must abide by it, though it should happen to be his worst Suit.

II.

If a Card happens to be faced in dealing, you must deal again, except it is the last Card.

III.

If you play with eleven Cards you are basted.

K 3   IV. If

IV.

If you play *sans prendre*, or have Matadores, you are to demand them before the next Dealer has finished his Deal, otherwise you lose the Benefit of them.

V.

If any Body names his Trumps without asking Leave, he is obliged to play *sans prendre*, unless he is the younger Hand, and all the rest have pass'd.

VI.

If any Body plays out of his Turn, that Card played may be called at any Time in that Deal, provided he does not revoke; or the Adversaries may demand the Partner of him, who played out of his Turn, or his own Partner, to play any Suit he thinks fit.

VII.

After the Game is won, if the Person who won the sixth Trick plays a seventh Card, he is obliged to play for the *Vole*.

VIII.

If you have four Kings dealt you, you are at liberty either to call a Queen to one of your Kings, or to call one of your Kings; but you are not to call the Queen of Trumps.

IX.

If any Body separates a Card from the rest, he ought to play it, if the adverse Party has seen it, unless he plays *sans prendre*.

X.

If the King called, or his Partner plays out of his Turn, no *Vole* is to be played for.

XI. No

XI.

No Perſon is to be baſted for a Renounce, unleſs the Trick is turned and quitted; and if any Perſon renounces, and it is diſcovered, if the Player ſhould happen to be baſted by ſuch Renounce, all the Parties are to take up their Cards, and play them over again,

XII.

If Spadille is forced to play, he is not obliged to make his three Tricks.

XIII.

Whoever undertakes playing the *Vole*, has the Preference of playing before him who offers to play *ſans prendre*.

XIV.

If all Parties agree to it, before you begin to play, let the Perſon have the Preference of play-ing who plays for the moſt Tricks; which will prevent ſmall Games from being played.

XV.

The Player is entitled to know who is his King called, before he declares for the *Vole*.

XVI.

When ſix Tricks are won, he who won the ſixth Trick ought to ſay I play the *Vole*; or I do not play the *Vole*; or, I aſk———and nothing elſe.

XVII.

He who wins the *Vole* is to take double the Stake played for out of the Pool.

XVIII.

He who aſks Leave (if elder Hand) may play *ſans prendre*, in Preference to any of the other Players.

XIX.

If you have one King only, you may call yourself, but muſt win ſix Tricks.

XX.

If you play the King ſurrendered, he muſt win ſix Tricks who demands the King of any Body.

XXI.

He who has paſſed once (unleſs he has Spadille) has no Right to play afterwards; alſo he who has aſked the Queſtion is obliged to play, unleſs ſome Body elſe plays *ſans prendre*.

XXII.

If the Player, or his Friend, ſhew their Cards before they have won ſix Tricks, the Adverſaries may call their Cards as they pleaſe, ſpecifying each Card.

XXIII.

Whoever has aſked Leave cannot play *ſans prendre*, unleſs he is forced.

XXIV.

You are at liberty to look at the Tricks when you are to lead, but not otherwiſe.

XXV.

Whoever undertakes playing for the *Vole*, and does not ſucceed, has a Right to the Stakes *ſans prendre*, and Matadores if he has them, having won his Game.

XXVI.

Forced Spadille cannot play for the *Vole*.

XXVII.

If any Perſon diſcovers his Game, he is not entitled to play the *Vole*.

XXVIII. If

XXVIII.

If there happen to be two Cards of the same Sort, and found out before the Deal is ended, the Deal is void, but not otherwise.

XXIX.

No Body is to declare how many Trumps are played out.

XXX.

He who plays, and does not make three Tricks is to be basted alone, unless he plays forced Spadille.

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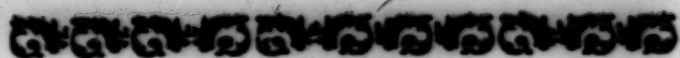
A SHORT

TREATISE

On the GAME of

PIQUET;

DIRECTING,

With moral Certainty, how to difcard any Hand
to Advantage, by fhewing the Chances of taking
in any one, two, three, four, or five certain
Cards.

COMPUTATIONS for thofe who Bet their
Money at the GAME.

ALSO,

The LAWS of the GAME.

To which are added,

Some RULES and OBSERVATIONS
for playing well at CHESS.

The NINTH EDITION.

By EDMOND HOYLE, Gent.
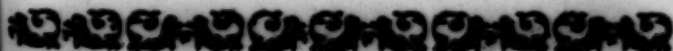
A
TREATISE
On the GAME of
PIQUET.

CHAP. I.

General RULES *for playing at* PIQUET.

YOU are to play by the Stages of your Game; what is meant by them, is, that when you are backward in the Game, or behind your Adversary, you are to play a pushing Game, otherwise you are to make twenty-seven Points Elderhand, and thirteen Points Younger-hand; and you are always to compare your Game with your Adversary's, and discard accordingly.

II.

You are to discard in Expectation of winning the Cards, which is so essential a Part of the Game, that it generally makes twenty-two or twenty-three Points Difference; therefore you are not to discard for low *Quatorze*, such as three Queens, three Knaves, or three Tens, because in any of these Cases, the Odds are 3 to 1 Elder-hand, that you do not succeed, and 17 to 3 Younger-hand; for let us suppose you should go for a *Quatorze* of Queens, Knaves, or Tens, and throw out an Ace or a King; by so doing you run the Risk of losing above 20 Points in Expectation of winning 14 Points.

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III. At

III.

At the Beginning of a Party you are to play to make your Game, which is 27 Points Elder-hand, and 13 Points Younger-hand; therefore, suppose you are Elder-hand, and that you have a *Terce-Major*, and the Seven of any Suit, it is 5 to 2 but that you take in 1 Card out of any 4 certain Cards; therefore, suppose you should have three Queens, three Knaves, or three Tens, you are in this Case to discard one of them preferably to the Seven of such a Suit, because it is 3 to 1 that you do not take in any one certain Card, Elder-hand, to make you a *Quatorze*, and consequently you discard the Seven of such a Suit to a great Disadvantage.

IV.

If your Adversary is greatly before you in the Game, the Consideration of winning the Cards must be put quite out of the Question; therefore, suppose you should have *Quart* to a Queen, or a *Quart* to a Knave; in which Case it is only about 5 to 4, being Elder-hand, but that you take in a Card to make you a *Quint*, and about 3 to 1 but that you take in a Queen, a Knave, or Ten; and should you have three of either dealt you, it is good Play to make a Push for the Game, particularly if it is so far advanced as to give you but little Chance for it in another Deal; and in this, and other Cases, you may have Recourse to the Calculations ascertaining the Odds.

V.

To gain the Point, generally makes ten Points Difference; therefore, when you discard, you must
endeavour

endeavour to gain it, but not risk the losing of the Cards by so doing. **VI.**

The saving of your Lurch, or the lurching of your Adversary, is so material, that you ought always to risk some Points to accomplish either of them.

VII.

If you have six Tricks, with any winning Card in your Hand, never fail playing that Card; because, at least, you play 11 Points to 1 against yourself by so doing, unless in Play you discover what Cards your Adversary has laid out.

VIII.

If you are greatly advanced in the Game, as suppose you are 80 to 50, in that Case it is your Interest to let your Adversary gain two Points for your one as often as you can, especially if the next Deal you are to be Elder-hand; but if, on the contrary, you are to be Younger-hand, and are 86 to 50 or 60, never regard the losing two or three points for the gaining of one, because that Point brings you within your Shew.

IX.

The Younger-hand is to play upon the Defensive; therefore, in order to make his thirteen Points, he is to carry *Terces*, *Quarts*, and especially to strive for the Point: But suppose him to have two *Terces* from a King, Queen, or Knave, as it is 29 to 28 that he succeeds, he having in that Case four certain Cards to take in to make him a *Quart* to either of them, and, perhaps, thereby save a *Pique*, &c. he ought preferably to go for that which he has most Chance to succeed in: But if, instead of this Method of Play, he has

L 2 three

three Queens, Knaves, or Tens, and should attempt to carry any of them preferably to the others, the Odds that he does not succeed being 17 to 3 against him, he consequently discards to a great Disadvantage.

X.

The Elder or Younger-hand is sometimes to sink one of his Points, a *Terce*, or three Kings, Queens, Knaves, or Tens, in hopes of winning the Cards; but that is to be done with Judgment, and without hesitating.

XI.

It is often good Play for a Younger-hand not to call three Queens, Knaves, &c. and to sink one Card of his Point, which his Adversary may suppose to be a Guard to a King or Queen.

XII.

The Younger-hand having the Cards equally dealt him, is not to take in any Card, if thereby he runs the Risk of losing them, unless he is very backward in the Game, and has then a Scheme for a great Game.

XIII.

If the Younger-hand has a Probability of saving or winning the Cards by a deep Discard. As for Example: Suppose he should have the King, Queen, and Nine of a Suit; or the King, Knave, and Nine of a Suit; in this Case he may discard either of those Suits, with a moral Certainty of not being attacked in them; and the Odds that he does not take in the Ace of either of those Suits being against him, it is not worth his while to discard otherwise in Expectation of succeeding.

XIV. The

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XIV.

The Younger-hand having three Aces dealt him, it is generally his best Play to throw out the fourth Suit.

XV.

The Younger-hand is generally to carry Guard to his Queen-Suits, in order to make Points, and to save the Cards.

XVI.

When the Younger-hand observes that the Elder-Hand, by calling his Point, has five Cards which will make five Tricks in Play, and may have the Ace and Queen of another Suit, he should throw away the Guard to that King, especially if he has put out one of that Suit, which will give him an even Chance of saving the Cards.

XVII.

If the Elder-Hand has a *Quart* to a King dealt him, with three Kings and three Queens (including the King to his *Quart*) and that he is obliged to discard either one of his *Quart* to the King, or to discard a King or Queen.

Query. Which is the best for him to discard?

Answer. The Chance for taking in the Ace or Nine to his *Quart* to a King, being one out of two certain Cards, is exactly equal to the taking either a King or a Queen, having three of each dealt him; therefore he is to discard in such a Manner as gives him the fairest Probability of winning the Cards.

The foregoing Case may be a general Direction to discard in all Cases of the like Nature, either for the Elder or Younger-hand.

L 3   XVIII. Sup-

XVIII.

Suppose the Elder-hand has taken in his five Cards, and that he has the Ace, King, and Knave of a Suit, having discarded two of that Suit: He has also the Ace, King, Knave, and two small Cards of another Suit, but no winning Cards in the other Suits.

Query. Which of these Suits is he to play from, in order to have the fairest Chance of winning, or saving the Cards?

Answer. He is always to play from the Suit of which he has the fewest in Number; because, if he finds his Adversary guarded there, the Probability is in his Favour that he is unguarded in the other Suit; and should he play from the Suit of which he has the most in Number, and finds his Adversary's Queen guarded, in that Case he has no Chance to save or win the Cards.

XIX.

If the Elder-hand is sure to make the Cards equal, by playing of them in any particular Manner, and is advanced before his Adversary in the Game, he is not to risk the losing of them; but if his Adversary is greatly before him, in that Case it is his Interest to risk the losing of the Cards, in Expectation of winning of them.

CHAP. II.
Particular RULES *and* CASES.

I.

SUPPOSE you are Elder-Hand, and that you have dealt you a *Quart-Major*, with the Seven and Eight of Clubs, the King and Ten of Diamonds, the King and the Nine of Hearts, with the Ten and Nine of Spades.   *Query.*

Query. Whether you are to leave a Card, by carrying the *Quart-Major* and two more of the same Suit for the Point, with two other Kings; or to throw out one Card of your Point?

Answer. If you throw out one Card of your Point, there is a Possibility that you reckon only five Points, and that your Adversary may win the Cards, by which Event he gets eleven Points, besides his three Aces, &c. which gives you a bad Chance for the Game: But by leaving a Card, and admitting that one Card of Consequence lies in the five Cards which you are intitled to take in, it follows, that you have four Chances to one against leaving that Card, and consequently it is your Interest to leave a Card; the Odds are also greatly in your Favour, that you take in some one of the following Cards in your four Cards, *viz.* there are two to your Point, three Aces, and one King.

II.

If you should happen to have the Ace, King, and four small Cards of any Suit, with two other Kings, and no great Suits against you, the like Method of the former Case may be practised.

III.

Suppose you should have the King, Queen, and four of the smallest Clubs, the King and Queen of Diamonds, the Ace and Knave of Hearts, and the King and Nine of Spades.

Query. How are you to discard, with a Probability of making the most Points?

Answer. You are to throw out the Queen and four small Clubs, and to carry three entire Suits, with

with the King of Clubs; for this Reason, because the Chance for your taking in the fourth King, is exactly the same as the Chance of taking in the Ace of Clubs; in either of which Cases it is 3 to 1 against you: But if you fail of taking in the fourth King, by discarding thus, you have a fair Chance to win the Cards, which will probably make 22 Points Difference. But should you discard with an Expectation of taking in the Ace of Clubs, and should happen to fail, you being obliged to throw out some of your great Cards, you would have a very distant Chance of either saving or winning the Cards.

IV.

Suppose you should have the King and Queen of Clubs, a *Terce-Major* in Diamonds, Queen and Knave of Hearts, and a *Quint* from the Knave of Spades.

Query. How are you to discard, with a Probability of making the most Points?

Answer. You are to throw out the *Quint* to a Knave in Spades, in order to make the most Points; because, let us admit that your *Quint* is good for every Thing after you have taken in, you in that Case only score nineteen Points if you carry it, and you probably give the Cards up, and also the Chance of a *Quatorze* of Queens, besides a great Number of Points in Play; and consequently, by carrying the *Quint*, you would discard to a great Disadvantage.

V.

Suppose you have the King, Queen, Seven, Eight, and Nine of Clubs; the Queen and Knaves of

of Diamonds; the Queen, Ten, and Nine of
Hearts, with the Ace and Nine of Spades.

Query. How are you to discard?

Answer. You are to discard the King, Seven,
Eight, and Nine of Clubs, and the Nine of Spades;
by which means you do not only go for three
Suits, but you have the same Chance for taking
in the fourth Queen, as you would have to take
in the Ace of Clubs: Besides, the Probability of
winning the Cards is greatly in your Favour by
this Method of discarding.

VI.

Suppose you have the Queen, Ten, Nine,
Eight, and Seven of Clubs; the Knave and Ten
of Diamonds; the King, Queen, and Knave of
Hearts, with the Ace and Nine of Spades.

Query. How are you to discard?

Answer. You are to discard the five Clubs;
because it is 3 to 1 that you do not take in the
Knave of Clubs, and the carrying three entire Suits
gives you a fairer Chance to score more Points.

VII.

Suppose you have the Ace, Queen, and Knave
of Clubs; the King, Queen, and Knave of Dia-
monds; the Queen and Knave of Hearts, with
the Ten, Nine, Eight, and Seven of Spades.

Query. How are you to discard?

Answer. You are to discard the Ace of Clubs
and the four Spades, because it is only 5 to 4 but
that you take in a Queen or a Knave; it is also
about 3 to 2 you take in an Ace: You have also
three Cards to your *Terce* to a King to take in,
viz. the Ace and Ten, or the Ten and Nine, to
make

make you a *Quint*; all which Circumstances con-
sidered, you have a fair Probability of making a
great Game; whereas, if you should leave a Card,
by throwing out the four Spades only, you run the
Risk of leaving one of the following Cards, *viz.*
the King of Clubs, the Ace of Diamonds, the
Ace, Queen, or Knave of Spades; in any of
which Cases you would probably lose more Points
than by throwing out the Ace of Clubs; and if
you should carry two Suits, *viz.* three Clubs,
three Diamonds, and the Queen of Hearts, you
run the Risk of putting out fourteen Points; and
it is only five to four against your taking in a
Queen or Knave, and therefore you would dif-
card to a great Disadvantage.

VIII.

Suppose you have the King, Queen, and Ten
of a Suit, and that your Adversary has the Ace,
Knave, and one small Card of that Suit; and that
you have only those three Cards left, and you
are to make three Points of them.

Query. What Card are you to play?

Answer. You are to play the Ten.

IX.

Suppose you have the Ace, Queen, Ten, and
Nine of Clubs, also the King, Queen, Ten, and
Nine of Diamonds.

Query. Which of these Suits are you to carry,
in order to have the fairest Probability of scoring
the greatest Number of Points.

Answer. You are to carry the King, Queen,
Ten, and Nine of Diamonds, because the Chance
of taking in the Ace of Diamonds is exactly equal

to

to that of taking in the King of Clubs; and also, the Chance of taking in the Knave of Diamonds is equal to that of taking in the Knave of Clubs; by which Manner of discarding, you have a Probability of scoring fifteen Points for your *Quint* in Diamonds, instead of four Points for the *Quart* in Clubs; and the Chance for winning the Cards is better, because by taking in the Ace of Diamonds you have seven Tricks certain, which cannot happen by taking in the King of Clubs.

X.

Suppose you have four Aces and two Kings dealt you Younger-hand, in order to capot the Elder-hand, you are to make a deep Discard, such as the Queen, Ten, and Eight of a Suit; by which Means, if you happen not to take in any Card to such Suit, you may probably capot the Adversary.

XI.

Suppose Elder-hand, that you have the Ace, Queen, Seven, Eight, and Nine of Clubs, also the Ace, Knave, Seven, Eight, and Nine of Diamonds.

Query. Which Suit are you to carry, in order to make the most Points?

Answer. You are to carry the Ace, Knave, Seven, Eight, and Nine of Diamonds, because the taking in the King of Diamonds is equal to the taking in the King of Clubs, and consequently as good for winning the Cards; but you have the Chance of taking in the Ten of Diamonds to make you fifteen Points, which Event cannot happen by taking in any one certain Card in Clubs.

XII. Sup-

XII.

Suppose Elder-hand, that you have the Ace, Queen, Seven, Eight, and Ten of Clubs, also the Ace, Knave, Seven, Eight, and Ten of Diamonds.

Query. What Suit is best to carry?

Answer. You are to carry the Ace, Knave, Seven, Eight, and Ten of Diamonds, because the Chance of taking in the King of Diamonds is equal to the Chance of taking in the King of Clubs, and consequently as good for winning the Cards; but you have an additional Chance of taking in the Nine of Diamonds to make you fifteen Points, which Event cannot happen by taking in one certain Card in Clubs.

XIII.

Suppose you have the Ace, Queen, Ten, and two more of a Suit; also the Ace, Queen, and Ten of another Suit only. And let us suppose, that your Adversary has shewn six Cards for his Point, suppose the Ace, Queen, and four small ones, and suppose you are guarded in that Suit, as soon as you have the Lead, you are to play from the Suit of which you have the fewest in Number, because if he is guarded in that Suit, he is probably unguarded in the other Suit; but should you begin with the Suit of which you have the most in Number, if he happens to be guarded there, you have then no Chance to win the Cards; which may prove otherwise, if you begin with the Suit of which you have the fewest in Number. If he is guarded in both Suits, you have no Chance to win the Cards.

C H A P.

CHAP. III.

Some COMPUTATIONS, *directing, with moral Certainty, how to discard well any Hand.*

I.

THE Chance of an Elder-hand's taking in one certain Card is 3 to 1 against him.

II.

That of his taking two certain Cards is 18 to 1 against him.

III.

I would know what are the Odds that an Elder-hand takes in four Aces?

	against him.	for him.
Answer. That he takes in } 4 Aces is — }	968 to	1
At least 3 of them is about	33 to	1
2 of them	3 to	1
1 of them	2 to	5

IV.

If an Elder-hand has one Ace dealt him, what are the Odds that he takes in the other three?

	against him.	for him.
Answer. That he takes in } the 3 Aces — }	113 to	1
At least 2 of them about	6 to	1
1 of them	2 to	3

V.

If an Elder-hand has two Aces dealt him, what are the Odds that he takes in the other two?

M

Answer.

	againſt him.	for him.

Anſwer. That he takes in ⎤
the other 2 Aces is   ⎬   18   to   1
At leaſt 1 of them is near ⎪
5 to 4 againſt him, or ⎦   21   to   17

VI.

In caſe the Elder-hand has two Aces and two Kings dealt him, what are the Odds that he takes in either the two Aces or two Kings remaining?

	againſt him.	for him.

Anſwer. It is about   ——   17   to   2

VII.

Elder-hand having neither Ace nor King dealt him, what is his Chance to take in both an Ace and a King in 2, 3, 4, or 5 Cards?

	againſt him.	for him.

Anſwer. In 2 Cards is about   11   to   1
        In 3 Cards   —   4   to   1
        In 4 Cards   —   9   to   5
        In 5 Cards   —   33   to   31

VIII.

What are the Odds that a Younger-hand takes in two certain Cards?

	againſt him.	for him.

Anſwer.   ——   62   to   1

What are the Odds that a Younger-hand takes in three certain Cards?

	againſt him.	for him.

Anſwer.   ——   1139   to   1

IX.

The Younger-hand having no Ace dealt him, what Chance has he for his taking one?

	againſt him.	for him.

Anſwer. It is   ——   28   to   29

X. If

X.

If the Younger-hand has one Ace dealt him, what are the Odds of his taking in one or two of the three remaining Aces?

<table>
<tr><td></td><td>againft him.</td><td>for him.</td></tr>
<tr><td>*Anfwer.* That he takes in two of them is about }</td><td>21　to</td><td>1</td></tr>
<tr><td>At leaft one of them　——</td><td>3　to</td><td>2</td></tr>
</table>

XI.

What are the Odds that the Younger-hand takes in one certain Card?

<table>
<tr><td></td><td>againft him.</td><td>for him.</td></tr>
<tr><td>*Anfwer.* That he does not take it in is }</td><td>17　to</td><td>3</td></tr>
</table>

What is the Odds of a *Quart-Blanch?*

<table>
<tr><td></td><td>againft him.</td><td>for him.</td></tr>
<tr><td>*Anfwer.*　　——</td><td>1791　to</td><td>1</td></tr>
</table>

C H A P. IV.

An EXPLANATION *and* APPLICATION *of the foregoing* CALCULATIONS.

I.

AS by the firft Calculation it is 3 to 1, that, being Elder-hand, you do not take in one certain Card; you have, therefore, a better Chance of advancing your Game, by carrying two Suits for Points and the Cards, than by aiming at *Quatorze* of Queens, Knaves, or Tens.

II.

Second Calculation; to take in two certain Cards, Elder-hand, is 18 to 1 againft you.

Therefore, fuppofe you have a *Quart-Major*, and two other Aces dealt you, the Odds that you do

M 2　　　　　　　　　　not

not take in the Ten to your *Quart-Major*, and the other Ace, is 18 to 1 againſt you; but that you take in one of them, is only 21 to 17 againſt you. And ſuppoſe you have three Aces and three Kings dealt you, the Odds are 18 to 1 againſt your tak-ing in the other Ace and the other King; yet it is not much above 5 to 4, but that you take in one of them. This Example ſhews, how are you to diſcard in Caſes of the like Nature.

III.

The Odds in taking in four certain Cards, as four Aces, &c. being 968 to 1 by the third Calculation, is ſo great a Chance of not ſucceed-ing, that it is ſcarce worth further Notice.

But to take in three Cards out of any four cer-tain Cards, Elder-hand, is only 13 to 1 againſt you.

EXAMPLE.

Suppoſe you have two Aces and two Kings dealt you, the Odds of taking in three of them out of four certain Cards, ſuch as two Kings and one Ace, or two Aces and a King, are only 33 to 1 againſt you.

But ſuppoſe you ſhould want to take in any two out of four certain Cards, ſuch as the Queen of Clubs, the Ten of Diamonds, the Ace of Spades, and Knave of Hearts, being Elder-hand, it appears by the Calculation to be 3 to 1 againſt you; and the Odds are the ſame for any two out of four certain Cards.

But if, being Elder-hand, you only want one Card out of four, the Odds are 5 to 2 in your Favour that you take it in. Therefore, if you have four Tens, or any inferier *Quatorze* dealt you,

you, and no Ace, it is great Odds in your Favour, that, being Elder-hand, you take in one Ace, and ought to play your Game accordingly. But you must always confider the Difadvantage either of lofing the Cards, or running the Rifk of a Capot, which you run the Hazard of, by fpoiling your Hand with keeping four Tens when they are not good.

IV.

By the fourth Calculation; if you have one Ace dealt you, it is 113 to 1 that you do not take in the three others; 49 to 8, or about 6 to 1, that you do not take in two out of the three; but that you take in one out of the three, is about 3 to 2 in your Favour, or 137 to 91.

As for E x a m p l e.

You have a *Quart* from a King, and two Kings more dealt you; as it is 3 to 2 that you take in either Ace or Nine to your *Quart* to the King, or the fourth King, as you have the Chance of reckoning fourteen or fifteen Points by this Method of difcarding, you ought to play accordingly: And this Method fhews you how to play any Hand of the like Sort.

But if you fhould difcard, with an Expectation of taking in two Cards out of three certain Cards, the Odds againft fuch an Event being above 6 to 1, your Game muft indeed be very defperate if you attempt to difcard to that Purpofe. The Chance of taking in three certain Cards, being 113 to 1, is a very diftant Chance; yet even fuch does happen fometimes, but ought never to be ventured

M 3　　　　　　upon,

upon, but when a Man has no other Resource in the Game.

V.

The fifth Calculation is, that if you have two Aces dealt you, it is eighteen to one that you do not take in the two other Aces; but only 17 to 21 that you take in one of them. Let us illustrate the Use of this by an Example. Suppose you have a *Quart-Major* dealt you, and a *Quart* to a King, and that you are greatly behind your Adversary in the Game; to take in the Ten to your *Quart-Major* is 3 to 1 against you; but to take in the Ace or Nine to your *Quart* to the King, is only about 5 to 4 against you.

Also, by the same Rule, suppose you have three Kings and three Queens dealt you, the Odds of your taking in both a King and a Queen are 18 to 1 against you: but that of your taking one of them, is only 5 to 4 against you.

All other Cases of the like Nature may be discarded by this Method of Calculation.

VI.

As, by the sixth Calculation, it is 17 to 3 that you do not take in two certain Cards out of four, such as two Kings, two Queens, &c. you must not, therefore, confound this with the third Calculation, where the Odds are not above 3 to 1 that you take in two Cards out of the four.

VII.

Having neither an Ace nor a King dealt you, what are the Odds of your taking in both an Ace and a King in two, in three, in four, or five Cards?

Answer, To take in an Ace and a King,

In

		against you.	for you.
In 2 Cards is about —	—	11	to	1
In 3 Cards —	—	4	to	1
In 4 Cards —	—	9	to	5
In 5 Cards —	—	33	to	31

You may obferve by the foregoing Calculation, what are the Odds of taking in two, three, four, or five Cards out of any eight certain Cards, and confequently difcard to the greateft Advantage.

The foregoing Calculation is either for the Elder or Younger-hand.

E X A M P L E.

Let us fuppofe the Younger-hand to have two *Quatorze* againft him, he may obferve, that it is not above 4 to 1 but that he takes in one of each of them. The like Rule may ferve for any other eight certain Cards.

VIII.

As by the eighth Calculation it is 62 to 1, that the Younger-hand does not take in two certain Cards, which Event happening, he ought not therefore to run the Hazard of fo great a Chance, but when his Game is defperate, and does not promife him another Deal.

IX.

By the ninth Calculation, as it is 29 to 28 that the Younger-hand takes in one Ace, having none dealt him; the Calculation is the fame for any Card out of four certain Cards.

As for E X A M P L E.

Suppofe you have two *Quarts* dealt you from the King or Queen of any Suit, it is the fame Odds of 29 to 28, but that you take in a Card to

make

make one of them a *Quint*, and therefore you are to diſcard accordingly.

As alſo, that you take in either Ace, King, Queen, or Knave, of any one Suit, when a Pique or Repique is againſt you.

X.

The tenth Calculation is, that if the Younger-hand has one Ace dealt him, it is 22 to 1 that he does not take in two Aces, and about 3 to 2 that he does not take in one of them; which Calculation holds good in the taking in any three other certain Cards. Therefore, for Example, let us ſuppoſe, that as it is but 3 to 2 againſt the Younger-hand's taking one Card out of three to ſave a Pique, or a Repique, it would generally be reckoned good Play, either to throw one from his Point, or diſcard a King, *&c.* for the Event of ſuch a Chance.

XI.

By the eleventh Calculation it is 17 to 3, Younger-hand, againſt your taking in any one certain Card; therefore the Odds of not ſucceeding in this Caſe are ſo greatly againſt you, that it ought not to be attempted, eſpecially if the winning or ſaving the Cards is riſked by ſo doing, except in deſperate Caſes.

CHAP. V.

CASES *of* CURIOSITY *and* INSTRUCTION.

I.

SUPPOSE you are Younger-hand, and that you have the Queen, Knave, Seven, Eight, and Nine of Clubs; alſo the Seven and Eight of Diamonds, the Seven of Hearts, and the Ten, Nine,

Nine, Eight, and Seven of Spades; and that the Elder-hand has left a Card,

Query. How are you to difcard to put it in the Power of the Cards to repique the Elder-hand?

Anfwer. You are to carry the five Clubs and the four Spades, and to leave a Card; and by taking in the Ace, King, and Ten of Clubs, you re-pique your Adverfary.

II.

Suppofe you have eight Clubs, the Ace and King of Diamonds, the Ace of Hearts, and the Ace of Spades:

Query. Whether you repique the Younger-hand, or not?

Anfwer. The Younger-hand may have a *Quarte-Blanche,* by having three *Quarts* from a Ten, which reckons firft; and therefore he is not repiqued.

III.

What is the higheft Number to be made of a Pique?

Anfwer. Eighty-two Points.

What are the Cards which compofe that Num-ber?

Anfwer. A Quart-Major in Clubs, a *Quart-Major* in Diamonds, Ace, King, and Ten of Hearts, with the Ace of Spades.

This is only upon Suppofition that the *Quart-Major* is good for every Thing.

IV.

What is the higheft Number to be made of a Repique and Capot?

Anfwer. A hundred and feventy Points.

What

What are the Cards which compose that Number?

Answer. The four *Terce-Majors*, which are supposed to be good for every Thing.

V.

Suppose you are Elder-hand, and that you want eight Points of the Game, and that the Younger-hand wants twenty-three Points; and suppose you have dealt you the Ace, King, and Queen of Clubs; the Ace, King, and Ten of Diamonds; the Ace, Knave, and Nine of Hearts; the Knave, Nine, and Seven of Spades:

Query. How are you to discard, to prevent any Possibility of the Younger-hand's making twenty-three Points, and he is not to reckon a *Quarte-Blanche?*

Answer. You are to discard the King and Queen of Clubs, the Knave, Nine, and Seven of Spades; by which Method of discarding you are certain to make eight Points before the Younger-hand can make twenty-three Points.

VI.

Suppose you have the Ace, Queen, and Knave of Clubs, with the King and Ten of Diamonds; and suppose your Adversary has the Ace, Queen, and Knave of Diamonds, and the King and Ten of Clubs, your Adversary being to lead, is to make five Points, or to lose the Game:

Query. How shall you play to prevent him from making of five points?

Answer. When he plays his Ace of Clubs, you are to play your King of Clubs; by which Means he can only make four Points.

VII.

VII.

A and B play a Partie at Piquet.

They are one Game each of the Partie.

A has it in his Power to win the second Game; but then he is Younger-hand at the beginning of the next Game.

A has it also in his Power to reckon only ninety-nine Points of the second Game, and B is to be seventy.

Query. Whether it is A's Interest to win the second Game, or not?

Answer. It is A's Interest to win the second Game, in the Proportion of 14 to 13 in his Favour.

CHAP. VI.

Some COMPUTATIONS *for laying Money at the Game of* PIQUET.

I.

IT is five to four that the Elder-hand wins the Game.

II.

It is about 2 to 1 that the Elder-hand does not lurch the Younger-hand.

III.

It is near 4 to 1 that the Younger-hand does not lurch the Elder-hand.

Suppose A *and* B *make at Partie at* PIQUET.

I.

A has the Hand; what are the Odds that A wins the Partie?

Answer. About 23 to 20.

II.

If A has one Game, and B one Game, he who is Elder-hand has above 5 to 4 to win the Partie.

III. If

III.

If A has two Games Love before they cut for the Deal, the Odds are above 4 to 1 that he wins the Partie.

IV.

If A has two Games Love, and A has the Hand, the Odds are about 5 to 1 that he wins the Partie.

V.

If B has the Hand when A is two Love, the Odds in favour of A are about 3 and a half to 1.

VI.

If A has two Games, and B one, before they cut, the Odds in favour of A are above 2 to 1.

VII.

If A has the Hand, and two Games to one, the Odds are about 11 to 4.

VIII.

If B has the Hand, when A is two Games to one, the Odds in favour of A are about 9 to 5.

IX.

If A is one Game Love, and Elder-hand, the Odds in favour of A are about 17 to 7.

X.

If A has one Game Love, and Younger-hand, the Odds in Favour of A are about 2 to 1.

C H A P. VII.

L A W s *of the Game at* P I Q U E T.

I.

THE Elder-Hand is obliged to lay out one Card.

II. If

II.

If the Elder-hand takes in one of the three Cards which belong to the Younger-hand, he loses the Game.

III.

If the Elder-hand, in taking his five Cards, should happen to turn up a Card belonging to the Younger-hand, he is to reckon nothing that Deal.

IV.

If the Elder or Younger-hand play with thirteen Cards, he counts nothing.

V.

If the Elder-hand has thirteen Cards dealt him, it is in his Option whether he will stand the Deal or not; and if he chuses to stand the Deal, he is to discover it, and to discard five Cards, and to take in four only,

VI.

If the Elder or Younger-hand reckons what they have not, they count nothing.

VII.

If the Elder-hand touches the Stock after he has discarded, he cannot alter his Discard.

VIII.

If a Card is faced, and it happens to be discovered, either in the Dealing or in the Stock, there must be a new Deal, unless it be the bottom Card.

IX.

If the Dealer turns up a Card in dealing, belonging to the Elder-hand, it is in the Option of the Elder-hand to have a new Deal.

N

X. If

X.

If the Younger-hand takes in five Cards, it is the Loss of the Game, unless the Elder-hand has left two Cards.

XI.

If the Elder-hand calls forty-one for his Point, which happens to be a *Quart-Major*, and it is allowed to be good, and only reckons four for it, and plays away, in this Case he is not entitled to count more.

XII.

If the Elder-hand shews a *Point* or *Quart*, or *Terce*, and asks if they are good, and afterwards forgets to reckon any of them, it bars the Younger-hand from reckoning any of equal Value.

XIII.

Quarte-Blanche counts first, and consequently saves Piques and Repiques: It also piques and repiques the Adversary in the same Manner as if those Points were reckoned in any other Way.

XIV.

Quarte-Blanche reckons before any thing else; but need not be shewn till the Adversary has first discarded; only, if you are Elder-hand, you must bid the Younger-hand to discard for *Quarte-Blanche*; which after he has done, you shew your *Blanche* by counting your Cards down one after another.

XV.

You are to cut two Cards at least.

XVI.

If you call a Point, and do not shew it, you reckon nothing for it; and the Younger-hand may shew, and reckon his Point.

XVII. If

XVII.

If you play with eleven Cards or fewer, no Penalty attends it.

XVIII.

If the Elder-hand leaves a Card, and after he has taken in, he happens to put to his Difcard the four Cards taken in, they muft remain with his Difcard, and he only play with eight Cards, *viz.* thofe added to his Difcard.

XIX.

If the Younger-hand leaves a Card or Cards, and mixes it with his Difcard before he has fhewn it to the Elder-hand, who is firft to tell him what he will play, the Elder-hand is entitled to fee his whole Difcard.

XX.

If the Younger-hand leaves a Card or Cards, and does not fee them, nor mixes them to his Dif-card, the Elder-hand has no Right to fee them; but then they muft remain feparate whilft the Cards are playing, and the Younger-hand cannot look at them neither all that while.

XXI.

If the Younger-hand leaves a Card or Cards, and looks at them, the Elder-hand is entitled to fee them, firft declaring what Suit he will lead.

XXII.

If the Dealer deals a Card too many, or too few, it is in the Option of the Elder-hand to have a new Deal; but if he ftands the Deal, he muft leave three Cards for the Younger-hand.

N 2　　　　XXIII. You

XXIII.

You are, in the firſt Place, to call your Point; and if you have two Points, if you deſign to reckon the higheſt, you are to call that firſt, and are to abide by your firſt Call.

XXIV.

You are to call your *Terces*, *Quarts*, *Cinques*, &c. next; and to call the higheſt of them, in caſe you deſign to reckon them.

XXV.

You are to call a *Quatorze* preferable to three Aces, &c. if you deſign to reckon them.

XXVI.

If you call a *Terce*, having a *Quart* in your Hand, you muſt abide by your firſt Call.

SOME

SOME

RULES and OBSERVATIONS

FOR

Playing well at CHESS.

I.

YOU ought to move your Pawns before you stir your Pieces, and afterwards to bring out your Pieces to support them; therefore the Kings, Queens, and Bishops Pawns should be first played, in order to open your Game well.

II.

You are not, therefore, to play out any of your Pieces early in the Game, because you thereby lose Moves, in case your Adversary has it in his Power, by playing a Pawn upon them, to make them retire, and also opens his Game at the same Time; especially avoid playing your Queen out, till your Game is tolerably well opened.

III.

Avoid giving useless Checks, and never give any, unless you thereby gain some Advantage, because you may lose the Move if he can either take or drive your Piece away.

IV. Never

IV.

Never crowd your Game by having too many Pieces together, for fear of choaking up your Passage, so as to hinder your advancing or retreating your Men as Occasion may require,

V.

If your Game happens to be crowded, endeavour to free it by making Exchanges of Pieces or Pawns, and castle your Kings as soon as you conveniently can.

VI.

Endeavour to crowd the Adversary's Game, which is to be done thus: When he plays out his Pieces before he does his Pawn, you are to attack them as soon as you can with your Pawns, by which you may make him lose Moves, and consequently crowd him.

VII.

Never attack the Adversary's King without a sufficient Force; and if he attack your King, and you have it not in your Power to attack his, you are to offer Exchange with him; and if he retires, when you present a Piece to exchange, he may lose a Move, and consequently you gain an Advantage.

VIII.

Play your Men in so good Guard of one another, that if any Man you advance be taken, the adverse Piece may also be taken by that which guarded yours; and for this Purpose, be sure to have as many Guards to your Piece as you see your Adversary advances Pieces upon it; and if you can, let them be of less Value than those he assails with. If you find that you cannot well support

port

port your Piece, fee if by attacking one of his that is better, or as good, whether you cannot thereby fave yours.

IX.

Never make an Attack but when well prepared for it, nor give ufelefs Checks, for thereby you open your Adverfary's Game, and make him ready prepared to pour in a ftrong Attack upon you, as foon as your weak one is over.

X.

Never play any Man till you have examined whether you are free from Danger by your Adverfary's laft Move; nor offer to attack till you have confidered what Harm he would be able to do you by his next Moves, in Confequence of yours, that you may prevent his Defigns, if hurtful, before it be too late.

XI.

When your Attack is in a profperous Way, never be diverted from purfuing your Scheme (if poffible) on to giving him Mate, by taking any Piece, or other Advantage, your Adverfary may purpofely throw in your Way, with the Intent, that by your taking that Bait, he might gain a Move that would make your Defign mifcarry.

XII.

When you are purfuing a well-laid Attack, but find it neceffary to force your Way through your Adverfary's Defence, with the Lofs of fome Pieces; if, upon counting as many Moves forward as you can, you find a Profpect of Succefs, rufh on boldly, and facrifice a Piece or two to gain your End: Thefe bold Attempts make the fineft Games.

XIII. Never

XIII.

Never let your Queen stand so before your King, as that your Adversary, by bringing a Rook or a Bishop, might check your King if she were not there, for you might hardly chance to save her.

XIV.

Let not your Adversary's Knight (especially if duly guarded) come to check your King and Queen, or your King and Rook, or your Queen and Rook, or your two Rooks, at the same Time; for in the two first Cases, the King being forced to go out of Check, the Queen or Rook must be lost; and in the two last Cases, a Rook must be lost, at best, for a worse Piece.

XV.

Take Care that no guarded Pawn of your Adversary's fork two of your Pieces.

XVI.

When the Kings have castled on different Sides of the Board, the Adversary must advance upon the other King the Pawns he has on that Side of the Board, taking Care to bring his Pieces, especially his Queen and Rooks, to support them; and the King that has castled, is not to stir his three Pawns till forced to it.

XVII.

In playing the Game, endeavour to have a Move, as it were, in Ambuscade; what is meant by it, is to place the Queen, Bishop, or Rook behind a Pawn, or a Piece in such a Manner, as that upon playing that Pawn, or Piece, you discover a Check upon your Adversary's King, and consequently may often get a Piece, or some other Advantage by it.

XVIII.

Never guard an inferior Piece with a better, if you can do it with a Pawn, becaufe that better Piece may in that Cafe be, as it were, out of Play; for the fame Reafon, you ought not to guard a Pawn with a Piece, if you have it in your Power to guard it with a Pawn.

XIX.

A Pawn paffed, and well fupported, often cofts the Adverfary a Piece. And if you play to win the Game only, whenever you have gained a Pawn, or any other Advantage, and are not in Danger of lofing the Move thereby, make as frequent Exchanges of Pieces as you can.

XX.

If you have three Pawns each upon the Board, and no Piece, and you have one of your Pawns on one Side of the Board, and the other two on the other Side, and your Adverfary's three Pawns are oppofite to your two Pawns, march with your King, as foon as you can, to take his Pawns; and if he goes with his King to fupport them, go on to Queen with your fingle Pawns, and if he goes to hinder him, take his Pawns, and pufh the others to Queen. This fhews the Advantage of a pafs'd Pawn.

XXI.

At the latter End of a Game, each Party having only three or four Pawns on different Sides of the Board, the Kings are to endeavour to gain the Move, in order to win the Game. For Example: If you bring your King oppofite to your Adverfary's King, with only one Houfe between you, you will have gained the Move.

XXII. When

XXII.

When your Adversary has his King and one Pawn on the Board, and you have your King only, you will never lose that Game, if you can bring your King to be opposite to your Adversary's, when he is immediately either before, or on one Side of his Pawn, and there is only one House between the Kings.

XXIII.

When your Adversary has a Bishop and one Pawn on the Rook's Line, and his Bishop is not of the Colour that commands the Corner-house his Pawn is going to, and you have only your King, if you can get into that Corner you cannot lose that Game, but may win it by a Stale.

XXIV.

When you have greatly the Disadvantage of the Game, having only your Queen left in Play, and your King happens to be in the Position of Stale-Mate, keep giving Check to your Adversary's King, always taking care not to check him where he can interpose any of his Pieces that makes the Stale; so doing, you will at last force him to take your Queen, and then you win the Game, by being in a Stale-Mate.

XXV.

Never cover a Check with a Piece that a Pawn push'd upon it may take, for fear of only getting that Pawn for it.

XXVI.

Always take care that your Adversary's King has a Move, for fear of giving a Stale-Mate; therefore don't crowd him up with your Pieces lest you inadvertently give one.   *Ex-*

Explanations aud Applications of some of the fore-going RULES *and* OBSERVATIONS.

I.

WHETHER you play the open Game, or the close Game, be sure you bring out all your Pieces into Play before you begin to attack: For if you don't, and your Adversary does, you will always attack, or be attack'd, at a great Disadvantage: This is so essential, that you had better forego an Advantage than deviate from it; and I may venture to pronounce, that no Person can ever play well at this Game, that does not put this Rule strictly in Practice; and don't let any Body imagine, that these preparatory Moves are useless, because he does not receive an immediate Advantage from them; they are just as necessary, as it is at Whist to deal thirteen Cards round before you begin to play. In order to bring out your Pieces properly, I would advise to push on your Pawns first, and support them with your Pieces; and you will receive this Advantage from it, that your Game won't be crowded: I mean by this, that all your Pieces will be at Liberty to play and assist each other, and so co-operate towards obtaining your End; and this farther is to be observed, that, either in your Attack, or Defence, you bring them out so as not to be drove back again.

II.

When you have brought out all your Pieces, as I have premised, which you will have done very well, especially if you have your Choice on which
Side

Side to caſtle (which I would always adviſe to do)
I would then pauſe a while, and conſider thorough-
ly my own and my Adverſary's Game, and from
his Situation, and obſerving where he is weakeſt,
I would not only take my Reſolution where to
caſtle, but likewiſe where to begin my Attack;
and it ſtands to Reaſon you cannot do it in a better
Place than where you are ſtrongeſt, and your Ene-
my weakeſt. By this Method, it is very probable
that you will be able to break through your Ad-
verſary's Game, in which Fray ſome Pieces muſt of
Courſe be exchanged. But now pauſe again, and
ſurvey both Games attentively, and don't let your
Impetuoſity hurry you on too far with this firſt
Succeſs; and my Advice to you now in this cri-
tical Juncture (eſpecially if you ſtill find your Ad-
verſary pretty ſtrong) is to rally your Men again,
and put them in good Order for a ſecond or third
Attack, if needful, ſtill keeping your Men cloſe
and connected together, ſo as to be of Uſe to each
other: For want of this Method, and a little
Coolneſs, I have often ſeen an almoſt ſure Victory
ſnatch'd out of a Player's Hand, and a total Over-
throw enſue. But if after all, you cannot pene-
trate ſo far as to win the Game, nevertheleſs, by
obſerving theſe Directions, I apprehend you may
ſtill be very ſure of having a well-diſpoſed Game;
and this brings me to the third Part of the Game,
which is the Concluſion.

III.

And now that I am come to the laſt Period of
the Game, which abounds alſo with Difficulties
and Niceties, it muſt be obſerved; where your
Pawns

Pawns are ſtrongeſt, beſt connected together, and neareſt to Queen; you muſt likewiſe mind how your Adverſary's Pawns are diſpoſed, and in what Degree of Preferment they are, and compare theſe things together, and if you can get to Queen before him, you muſt proceed without Heſitation; if not, you muſt hurry on with your King to prevent him: I ſpeak now, as ſuppoſing all the Noblemen are gone; if not, they are to attend your Pawns, and likewiſe to prevent your Adverſary from going to Queen.

Some general RULES, *by Way of Corroboration and Supplement to what has been already ſaid.*

I.

DON'T be too much afraid of loſing a Rook for an inferior Piece: My Reaſon is this; although a Rook is better than any other, except the Queen, yet it ſeldom comes into Play, ſo as to operate, until the End of the Game; and therefore it happens very often, that it is better to have a leſs good Piece in Play than a better out.

II.

When you have moved a Piece, ſo that your Adverſary drives you away with a Pawn, take it for granted (generally ſpeaking) that is a bad Move, your Enemy gaining that double Advantage over you of advancing himſelf, and making you retire: I think this deſerves Attention, for although the firſt Move may not be much between equal and good Players, yet the Loſs of one or two more, after the firſt, makes the Game almoſt irretrievable. Alſo, if you defend, and can recover the

O   Move,

Move, or the Attack, (for they both go together) you are in a fair Way of winning.

III.

If you make such a Move as that, having Liberty to play again, you can make nothing of it, take it for granted it is an exceeding bad one; for at this nice Game no Move can be indifferent.

IV.

If your Game is such, that you have scarce any Thing to play, 'tis your own Fault, either for having brought out your Pieces wrong, or, which is worse, not at all; for if you have brought them out right, you must have Variety enough to play.

V.

Don't be too much afraid of doubling a Pawn; three Pawns together are strong, but four, that make a Square, with the Help of other Pieces well managed, make an invincible Strength, and, probably, in Time of Need, may produce you a Queen: On the other Side, two Pawns, with an Interval between, are no better than one; and if, imprudently, you should have three over each other in a Line, your Game can't be in a worse Situation: Examine this on the Table, and the Truth of it will strike you. Your Business, therefore, is to keep your Pawns close cemented and connected together, and it must be great Strength on the other Side that must overpower them.

VI.

When a Piece is so attacked as that you cannot save it, give it up, and bestow your Thoughts how to annoy your Enemy in another Place, whilst he is taking it; for it very often happens,

that

that whilst your Adversary is running madly after a Piece, you either got a Pawn or two, or such a Situation as ends in his Destruction.

VII.

Supposing your Queen and another Piece are attacked at the same Time, and that by removing your Queen you must lose your Piece: In this Case, if you can get two Pieces in Exchange for your Queen, I would advise you rather to do it than retire; for observe, 'tis the Difference of three Pieces, which is more than the Worth of a Queen; besides that you keep your Game entire, and preserve your Situation, which very often is better than a Piece; nay, rather than retire, I would give my Queen for a Piece, and a Pawn or two, nay, almost for what I can get: for, do but observe, amongst good Players, this one Thing, (to convince you this Advice is not bad) that when the Attack and Defence is thoroughly formed, and every Thing prepared for the Storm, if he that plays first is obliged, by the Act of the Person that defends, to retire, it generally ends in the Loss of the Game of the attacked Side.

VIII.

Don't aim at changing without Reason; 'tis so far from being right, that a good Player will take this Advantage of it, that he will spoil your Situation, and mend his own: But in these following Cases 'tis quite right; when you are strongest, especially by a Piece, then every Time you change your Advantage increases; this is so plain it needs no Argument. Again, when you have played a Piece, and your Adversary opposes one to you,

O 2   change

change directly, for it is plain he wants to remove you; prevent him therefore, and don't lose the Move.

IX.

Every now and then I would have you cast up your Game, and make the Balance, then take your Measures accordingly.

X.

At the latter End of the Game especially, remember your King is a capital Piece, and don't let him be idle; 'tis by his Means, generally, you get the Move and the Victory.

XI.

Observe this also, that the Queen, Rook, and Bishop operate at a Distance, 'tis not always necessary in your Attack to have them near your Adversary's King; they do better at a Distance, can't be drove away, and prevent a Stale-Mate.

XII.

When you have a Piece that you can take, and that can't escape you, don't be in a Hurry; see where you can make a good Move elsewhere, and take it at your Leisure.

XIII.

'Tis not always right to take your Adversary's Pawn with your King, for very often it happens to be a Safeguard and Protection to your King.

XIV.

When you can take a Man with different Pieces, don't do it with the first that occurs, but consider thoroughly with which you had best take it.

LAWS

LAWS *at* CHESS.

I.

IF you touch your Man you muſt play it, and if you quit it you cannot recall it.

II.

If by Miſtake, or otherwiſe, you play a falſe Move, and your Adverſary takes no Notice of it till he hath played his next Move, neither of you can recall it.

III.

If you miſplace your Men, and play two Moves, it lieth in your Adverſary's Power, or Choice, whether he will permit you to begin the Game, or not.

IV.

If the Adverſary playeth or diſcovereth a Check to your King, and gives no Notice of it, you may let him ſtand ſo till he gives Notice.

V.

After your King has moved, you cannot caſtle.

The End of the GAMES *of* PIQUET *and* CHESS.

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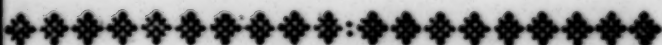
A SHORT

TREATISE

On the GAME of

BACK-GAMMON.

CONTAINING,

A TABLE of the thirty-six Chances, with Directions how to find out the Odds of being hit, upon single or double Dice.

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The several Stages for carrying your men home, in order to lose no Point.

How to find out who is forwardest to win a Hit.

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By EDMOND HOYLE, Gent.

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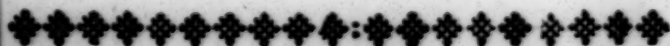
A SHORT

TREATISE

On the GAME of

BACK-GAMMON.

CHAP. I.

BECAUSE it is necessary for a Learner to know how many Points he ought to throw upon the two Dice, one Throw with another, we shall take the following Method to demonstrate it.

EXAMPLE.

I would know how many Chances there are upon two Dice?

The Answer is thirty-six.

I would also know how many Points there are upon the Thirty-six Chances?

The

The Answer to which take as follows:

Viz.			Points.
2 Aces	—	—	4
2 Deuces	—	—	8
2 Trois	—	—	12
2 Fours	—	—	16
2 Fives	—	—	20
2 Sixes	—	—	24
6 and 5 twice	—	—	22
6 and 4 twice	—	—	20
6 and 3 twice	—	—	18
6 and 2 twice	—	—	16
6 and 1 twice	—	—	14
5 and 4 twice	—	—	18
5 and 3 twice	—	—	16
5 and 2 twice	—	—	14
5 and 1 twice	—	—	12
4 and 3 twice	—	—	14
4 and 2 twice	—	—	12
4 and 1 twice	—	—	10
3 and 2 twice	—	—	10
3 and 1 twice	—	—	8
2 and 1 twice	—	—	6

—Points.

Divided by 36 $\left\{ \begin{matrix} 294 \\ 288 \end{matrix} \right\}$ 8

6

294 divided by 36, solves the Question; by which it appears, that one throw with another you may expect to throw 8 upon two Dice.

I would

I would know how many Chances there are upon 2 Dice?

The Anſwer is 36, which are as follows:

2 Sixes	—	·	—	1
2 Fives	—	·	—	1
2 Fours	—		—	1
2 Trois	—		—	1
2 Deuces	—		—	1
* 2 Aces	—		—	1
6 and 5 twice	—		—	2
6 and 4 twice	—		—	2
6 and 3 twice	—		—	2
6 and 2 twice	—		—	2
* 6 and 1 twice	—		—	2
5 and 4 twice	—		—	2
5 and 3 twice	—		—	2
5 and 2 twice	—		—	2
* 5 and 1 twice	—		—	2
4 and 3 twice	—		—	2
4 and 2 twice	—		—	2
* 4 and 1 twice	—		—	2
3 and 2 twice	—		—	2
* 3 and 1 twice	—		—	2
* 2 and 1 twice	—		—	2
				——
				36

Becauſe a Learner may be at a Loſs to find out, by this Table of 36 Chances, what are the Odds of being hit, upon a certain, or flat Die, let him take the following Method.

EXAMPLE.

E X A M P L E.

To know the Odds of being hit upon an Ace:

Look in the Table, where you will find thus * marked,

*	2 Aces	—	—	—	1
*	6 and 1 twice	—	—	2
*	5 and 1 twice	—	—	2
*	3 and 1 twice	—	—	2
*	4 and 1 twice	—	—	2
*	2 and 1 twice	—	—	2

Total 11

Which deducted from 36

The Remainder is 25

By this Method it appears, that it is 25 to 11 against hitting an Ace, upon a certain, or flat Die.

The like Method may be taken with any other flat Die, as you have seen with the Ace.

I would know what are the Odds of entering a Man upon 1, 2, 3, 4, or 5 Points?

Answer.

		for.	*against.*		*Reduced.*		
						for.	*against.*
To enter it	upon 1 Point is	11	to 25			4	to 9
	upon 2 Points	20	16			5	4
	upon 3 Points	27	9	or about		3	1
	upon 4 Points	32	4			8	1
	upon 5 Points	35	1			35	1

P

I would

I would know what are the Odds of hitting, with any Chance, in the Reach of a single Die?

Anſwer.

		for.		*againſt.*
To hit	upon 1 is	11	to	25
	upon 1	12		24
	upon 3	14		22
	upon 4	15		21
	upon 5	15		21
	upon 9	17		19

or about

Reduced.

for.		*againſt.*
4	to	9
1		2
2		3
5		7
5		7
8½		9½

I would know what are the Odds of hitting with double Dice? which are as follows:

	Answer.			Reduced.		
			for. against.			*for. against.*
To hit	upon 7	is	6 to 30		1	to 5
	upon 8		6 to 30		1	5
	upon 9		5 to 31	or about	1	6
	upon 10		3 to 33		1	11
	upon 11		2 to 34		1	17
	upon 12 (or 2 6's)		1 to 36		1	35

To explain further to a Learner how to make Use of the Table of 36 Chances, when at a Loss to find the Odds of being hit upon any certain or flat Die, this second Example is here added to shew how to find by that Table the Odds of being hit upon a 6.

2 Sixes	———	—	1
2 Trois	———	—	1
2 Deuces	——	—	1
6 and 5 twice	—	—	2
6 and 4 twice	—	—	2
6 and 3 twice	—	—	2
6 and 2 twice	—	—	2
6 and 1 twice	—	—	2
5 and 1 twice	—	—	2
4 and 2 twice	—	—	2

17

Which deducted from 36

Remainder is—19

By the foregoing Example it is evident, that it is 19 to 17 against being hit upon a 6.

The Odds of 2 Love is about 5 to 2
    and of   2 to 1   is 2   1
    and of   1 Love   is 3   2

CHAP

CHAP. II.

I.

IF you play three up at *Back-gammon*, your principal View, in the firſt Place, is, either to ſecure your own or your Adverſary's *Cinque* Point; when that is effected, you may play a puſhing Game, and endeavour to gammon your Adverſary.

II.

The next beſt Point (after you have gained your *Cinque* Point) is to make your *Barr* Point, thereby preventing your Adverſary's running with 2 Sixes.

III.

After you have proceeded thus far, you are in the next Place to prefer the making your *Quatre* Point in your own Tables, rather than the *Quatre* Point out of them.

IV.

Having gained theſe Points, you have a fair Chance to gammon your Adverſary, if he is very forward: For, ſuppoſe his Tables are broke at home, it will be then your Intereſt to open your *Barr* Point, and to oblige him to come out of your Tables with a 6; and having your Men ſpread, you not only may catch that Man which your Adverſary brings out of your Tables, but you will alſo have a Probability of taking up the Man left in your Tables, (upon Suppoſition that he had two Men there.) And ſuppoſe he ſhould have a Blot at home, it will then be your Intereſt not to make up your Tables; becauſe, if he ſhould enter upon a Blot, which you are to make for the Purpoſe, you will have a Probability of getting a third Man; which, if accompliſhed,

will

will give you, at leaft 4 to 1 of the Gammon; whereas, if you have only two of his Men up, the Odds is in his Favour that you do not gammon him.

V.

If you play for a Hit only, 1 or 2 Men taken up of your Adverfary's makes it furer than a greater Number, provided that your Tables are made-up.

VI.

DIRECTIONS *how to carry your Men home.*

When you carry your Men home, in order to lofe no Point, you are to carry the moft diftant Man to your Adverfary's Barr Point, that being the firft Stage you are to place it on; the next Stage is 6 Points farther, *viz.* in the Place where your Adverfary's 5 Men are firft placed out of his Tables; the next Stage is upon the fixth Point in your Tables. This Method is to be purfued till all your Men are brought home, except 2, when, by lofing a Point, you may often fave your Gammon, by putting it in the Power of 2 Fives, or 2 Fours, to fave it.

VII.

If you play to win a Hit only, you are to endeavour to gain either your own or your Adverfary's *Cinque* Point; and if that fails, by your being hit by your Adverfary, and you find that he is forwarder than you, in that Cafe you muft throw more Men into his Tables. The Manner of doing it is thus: Put a Man upon your *Cinque* or Barr Point, and if your Adverfary negleēts to hit it, you may then gain a forward Game inftead of a

back

back Game; but if he hits you, you muft play
for a back Game, and then the greater Number
of Men which are taken up, makes your Game
the better, becaufe you will by that Means pre-
ferve your Game at home; and you muft then
always endeavour to gain both your Adverfary's
Ace and Trois Points, or his Ace and Deuce
Points, and take Care to keep three Men upon his
Ace Point, that if you chance to hit him from
thence, that Point may remain ftill fecure to you.

VIII.

At the Beginning of a Set do not Play for a back
Game, becaufe by fo doing you would play to a
great Difadvantage, running the Rifk of a Gam-
mon to win a fingle Hit.

C H A P. III.

DIRECTIONS *for playing at fetting out the* 36 *Chances
of the Dice, when you are to play for a Gammon,
or for a fingle Hit.*

I.

TWO Aces, to be played on your Cinque
Point, and Barr Point, for a Gammon or
for a Hit.

II.

Two Sixes, to be played on your Adverfary's
Barr Point, and on your own Barr Point, for a
Gammon, or for a Hit.

III.

* Two Trois, two to be played on your Cinque
Point, and the other two on your Trois Point
in your own Tables for a Gammon only.

IV. † Two

IV.

†Two Deuces, to be played on your Quatre Point in your own Tables, and two to be brought over from the five Men placed in your Adversary's Tables, for a Gammon only.

V.

‡Two Fours, to be brought over from the five Men placed in your Adversary's Tables, and to be put upon the Cinque Point in your own Tables, for a Gammon only.

VI.

↙Two Fives, to be brought over from the five Men placed in your Adversary's Tables, and to be put on the Trois Point in your own Tables, for a Gammon, or for a Hit.

VII.

Size Ace, you are to take your Barr Point, for a Gammon, or for a Hit.

VIII.

Size Deuce, a Man to be brought from the five Men placed in your Adversary's Tables, and to be placed on the Cinque Point in your own Tables, for a Gammon, or for a Hit.

IX.

Six and Three, a Man to be brought from your Adversary's Ace Point, as far as he will go for a Gammon, or for a Hit.

X.

Six and Four, a Man to be brought from your Adversary's Ace Point, as far as he will go, for a Gammon, or for a Hit.

XI.

Six and Five, a Man to be carried from your Adverfary's Ace Point, as far as he can go, for a Gammon, or for a Hit.

XII.

Cinque and Quatre, a Man to be carried from your Adverfary's Ace Point, as far as he can go, for a Gammon, or for a Hit.

XIII.

Cinque Trois, to make the Trois Point in your Table, for a Gammon, or for a Hit.

XIV.

Cinque Deuce, to play two Men from the five placed in your Adverfary's Tables, for a Gammon, or for a Hit.

XV.

* Cinque Ace, to bring one Man from the five placed in your Adverfary's Tables for the Cinque, and to play one Man down on the Cinque Point in your own Tables for the Ace, for a Gammon only.

XVI.

Quatre Trois, two Men to be brought from the five placed in your Adverfary's Tables for a Gammon, or for a Hit.

XVII.

Quatre Deuce, to make the Quatre Point in your own Tables, for a Gammon, or for a Hit.

XVIII.

† Quatre Ace, to play a Man from the five placed in your Adverfary's Table for the Quatre, and for the Ace, to play a Man down upon the Cinque Point in your own Tables, for a Gammon only.

XIX. Trois

XIX.

Trois Deuce, Two Men to be brought from the five placed in your Adversary's Tables, for a Gammon only.

XX.

Trois Ace, to make the Cinque Point in your own Tables, for a Gammon, or for a Hit.

XXI.

* Deuce Ace, to play one Man from the five Men placed in your Adversary's Tables for the Deuce; and for the Ace to play a Man down upon the Cinque Point in your own Tables, for a Gammon only.

CHAP. IV.

DIRECTIONS *how to play the Chances that are marked thus (*) when you are only to play for a Hit.*

I.

*TWO Trois, two of them are to be played on your Cinque Point in your own Tables, and with the other two you are to take the Quatre Point in your Adversary's Tables.

II.

† Two Deuces, two of them are to be played on your Quatre Point in your own Tables, and with the other two you are to take the Trois Point in your Adversary's Tables.

The two foregoing Cases are to be played in this Manner, for this Reason, *viz.* That thereby you avoid being shut up in your Adversary's Tables, and have the Chance of throwing high Doublets to win the Hit.

III. *Two

III.

* Two Fours, two of them are to take your Adversary's Cinque Point in his Tables; and for the other two, two Men are to be brought from the five placed in your Adversary's Tables.

IV.

1. * Cinque Ace, play the Cinque from the five Men placed in your Adversary's Tables, ard play the Ace from your Adversary's Ace-Point.

V.

2. * Quatre Ace, play the Quatre from the five Men placed in your Adversary's Tables, and play the Ace from the Men in your Adversary's Ace Point.

VI.

3. * Deuce Ace, play the Deuce from the five Men placed in your Adversary's Tables, and play the Ace from your Adversary's Ace Point.

N. B. The three last Chances are played in this Manner, for the following Reason: By laying an Ace down in your Adversary's Tables, you have a Probability of throwing Deuce Ace, Trois Deuce, Quatre Trois, or Size Cinque, in two or three Throws; in any of which Cases you are to take a Point, which gives you vastly the better of the Hit.

You may observe, by the Directions given in this Chapter, that you are to play 9 Chances out of the 36 in a different Manner for a single Hit, to what you would do when playing for a Gammon.

In this, and the foregoing Chapter, plain Directions are given, how, at setting out, to play all the Chances on the Dice, either for a Gammon,

mon, or a single Hit; but it is impossible to give full Instructions for the whole Progress of the Game; all that can be done towards helping a Learner, is to communicate some *Observations*, *Hints*, and *Cautions*, which, if attended to, may be of Use to him.

CHAP. V.

Some OBSERVATIONS, HINTS, *and* CAUTIONS, *which are to be attended to.*

I.

BY the Directions given to play for a Gam-
mon, you are voluntarily to make some Blots, the Odds being in your Favour, that they are not hit; but should it so happen, that any Blot is Hit, as in this Case you will have three Men in your Adversary's Tables, you must then endeavour to secure your Adversary's Cinque, Quatre, or Trois Point, to prevent a Gammon, and must be very cautious how you suffer your Adversary to take up a fourth Man.

II.

Take Care not to croud your Game at any Time, if possible. What is meant by crowding a Game, is the putting many Men either upon your Trois or Deuce Point in your own Tables; which is, in Effect, losing of these Men, by not having them in Play.

Besides, by crowding your Game, to attempt to save a Gammon, you are often gammoned; because when your Adversary finds your Game open, by being crowded in your own Tables, he may then play his Game as he thinks fit.

III. By

III.

By Recourse had to the Calculations, you may know what are the Odds of your entering a single Man upon any certain Number of Points, and by that Means you may play your Game accordingly.

IV.

If you are obliged to leave a Blot, by Recourse had to the Calculations for hitting it, you will find the Chances for and against you; and consequently you will be enabled to judge how to play your Game to the greatest Advantage.

V.

You will also find by the Calculations, the Odds for and against you, upon being hit by double Dice, and consequently you will have it in your Power to chuse such a Method of Play as is most to your Advantage.

VI.

If it is necessary to make a Run, in order to win a Hit, and if you would know to a Point which is forwardest, your Adversary or you, take the following Method:

Begin with reckoning how many Points you must have to bring home to your Size Point in your own Tables, the Man that is the greatest Distance from it, and do the like by every other Man that is abroad; when the Numbers of those Absentees are summed up, add to them the following Numbers for those already in your own Tables (supposing the Men that were abroad as on your Size Point for bearing, namely, six for every Man on the Size Point, five for every Man on the Cinque Point, four for every Man on the Quatre

Q   Point,

Point, three for every Man on the Trois Point,
two for every Man on the Deuce Point, and one
for every Man on your Ace Point. Do the like
to your Adverſary's Game, and then you will
know which of you is forwardeſt, and likelieſt to
win the Hit.

CHAP. VI.

OBSERVATIONS *and* DIRECTIONS *for a Learner
that has made ſome Progreſs at* Back-Gammon,
particularly DIRECTIONS *for* BEARING *his Men.*

I.

IF your Adverſary is greatly before you, never
play a Man from your Quatre, Trois, or
Deuce Points, in order to bear that Man from the
Point where you put it, becauſe that nothing but
high Doublets can give you any Chance for the
Hit; therefore inſtead of playing an Ace or a
Deuce from any of the aforeſaid Points, always
play them from your Size or higheſt Point; by
which Means you will find, that throwing two
Fives or two Fours, will, upon having eaſed your
Size and Cinque Points, be of great Advantage to
you: Whereas, had your Size Point remained
loaded, you muſt, perhaps, be obliged to play at
length thoſe Fives and Fours.

II.

Whenever you have taken up two of your Ad-
verſary's Men, and that you happen to have two,
three, or more Points made in your own Tables,
never fail ſpreading your Men, in order either to
take a new Point in your Tables, or to be ready
to

to hit the Man your Adversary may happen to en-
ter. As soon as he enters one of his Men, you
are to compare his Game with yours; and if you
find your Game equal to his, or better, never fail
taking his Man up, if you can, because it is 25
to 11 against his hitting you; which Chance be-
ing so much in your Favour, you ought always to
run that Risk, when you have already two of his
Men up.

There is this Exception to this Rule, that if
you play for a single Hit only, and that your play-
ing that Throw otherwise gives you a better Chance
for the Hit, you ought not to take up that Man.

III.

Never be deterred from taking up any one Man
of your Adversary's, by the Apprehension of his
hitting you with a double Dice, because the fairest
Probability your Adversary has of hitting you, is
5 to 1 against him.

IV.

If you should happen to have five Points in your
Tables, and to have taken up one of your Adver-
sary's Men, and are obliged to leave a Blot out of
your Tables, take Care, if it is in your Power,
rather to leave it upon Doublets, than any other
Chance, because Doublets are 35 to 1 against his
hitting you, and any other Chance is but 17 to 1
against him.

V.

Two of your Adversary's Men in your Tables
are better, for a Hit, than any greater Number,
provided your Game is forwardest, because his
having three or more Men in your Tables,

gives him more Chances to hit you, than if he
had only two Men in them.

VI.

If you are to leave a Blot upon your entering
of a Man in your Adverſary's Tables, or other-
wiſe, and have it in your Choice to leave it upon
what Point you pleaſe, always chuſe that which
is the moſt diſadvantageous to him.   To illuſtrate
this by an Example, let us ſuppoſe it is his In-
tereſt to hit you or take you up as ſoon as you en-
ter, in that Caſe you are to leave the Blot upon
his loweſt Point; that is to ſay, upon his Deuce
Point, rather than upon his Trois Point, or upon
his Trois Point preferably to his Quatre Point;
or upon his Quatre Point preferably to his Cin-
que Point; becauſe (as has been mentioned before)
all the Men your Adverſary plays upon his Trois,
or his Deuce Points, are deemed as loſt, being in
a great Meaſure out of Play, thoſe Men not hav-
ing it in their Power to make his Cinque Point,
and conſequently his Game will be crowded there,
and open elſewhere, whereby you will be able alſo
much to annoy him.

VII.

To prevent your Adverſary from bearing his
Men to the greateſt Advantage, when you are
running to ſave your Gammon; as, for Inſtance,
ſuppoſe you ſhould have two Men upon his Ace
Point, and ſeveral other Men abroad, tho' you
ſhould loſe one Point or two in putting your Men
into your Tables, yet it is your Intereſt to leave
a Man upon your Adverſary's Ace Point; which will
have this Conſequence, that it will prevent his

bearing

bearing his Men to his greatest Advantage, and will also give you the Chance of his making a Blot, which you may chance to hit. But if, upon a Calculation, you find that you have a Throw, or a Probability of saving your Gammon, never wait for a Blot, because the Odds are greatly against it.

C H A P. VII.

Cases, *put by Way of Example, to shew how to calculate the Odds of saving or winning a Gammon.*

I.

SUPPOSE your Tables are made up, and that you have taken up one of your Adversary's Men; and suppose your Adversary has so many Men abroad as require three Throws to put them in his Tables:

Query. Whether you have the better of a Gammon or not?

Answer. It is about an equal Wager that you gammon him.

Because, in all Probability, you will have bore two Men before you open your Tables, and when you bear the third Man, you will be obliged to open your Size or Cinque Point; in that Case, it is probable that your Adversary must take two Throws before he enters his Man in your Tables, and two Throws more before he puts that Man into his own Tables, and three Throws more to put into his own Tables the Men which he has abroad, which in all make seven Throws: And as you have twelve Men to bear, these probably will take seven Throws in bearing,

Q 3   because

becaufe you may twice be obliged to make an Ace
or a Deuce, before you can bear all your Men.

N. B. No Mention is made of Doublets of either
Side, that Event being equal to each Party.

The foregoing Cafe being duly attended to,
fhews it is your Power to calculate very nearly
the Odds of faving or winning a Gammon upon
moft Occafions.

II.

Suppofe I have three Men upon my Adverfary's
Ace Point, and five Points in my Tables, and
that my Adverfary has all his Men in his Tables,
three upon each of his five higheft Points:

Query. Whether the Probability is for his gam-
moning me or not?

Anfwer.   **Points.**

For his bearing 3 Men from his 6 Point, is 18
                 from his 5 Point, — 15
                 from his 4 Point, — 12
                 from his 3 Point, — 9
                 from his 2 Point, — 6
                                 —

                Total ———— 60
                                 —

To bring my 3 Men from my Adverfary's
  Ace Point to my Size Point in my
  Tables, being for each 18 Points, make
  in all   ————   ———— 54
                                   —

             The Remainder is 6
                                 —

And as, befides the fix Points in your Favour,
there is a further Confideration to be added for
                                    you,

you, which is, that your Adverſary may make
one or two Blots in bearing, as is frequently the
Caſe.   You ſee by this Calculation, that you
have greatly the better of the Probability of ſav-
ing your Gammon.

'*N. B.* This Caſe is ſuppoſed upon an Equality
of throwing.

III.

Suppoſe I leave two Blots, either of which
cannot be hit but by double Dice: to hit the one
that Caſt muſt be eight, and to hit the other it
muſt be nine; by which Means my Adverſary
has only one Die to hit either of them.

Query.

What are the Odds of his hitting either of theſe
Blots?

Anſwer.

The Chances on two Dice are in all ————— 36

The Chances to hit 8, are	6 and 2 twice,	—————	2
	5 and 3 twice,	—————	2
	2 Deuces, —	—————	1
	2 Fours, —	—————	1
The Chances to hit 9, are	6 and 3 twice,	—————	2
	5 and 4 twice,	—————	2
	2 Trois, —	—————	1

Total Chances for hitting, ————— 11
Remain Chances for not hitting, ———— 25

So that it is 25 to 11 that he will not hit either
of thoſe Blots.

IV. To

IV.

To give another Example, let us suppose that I leave two other Blots than the former, which cannot be hit but by double Dice, the one must be hit by eight, and the other by seven.

Query.

What are the Odds of my Adversary's hitting either of these Blots?

Answer.

The Chances on two Dice are in all, — 36

The Chances to hit 8 are;	6 and 2 twice,	2
	5 and 3 twice,	2
	two Fours,	1
	two Deuces,	1
The Chances to hit 7 are,	6 and 1 twice,	2
	5 and 2 twice,	2
	4 and 3 twice,	2

Total Chances for hitting, — 12

Remain Chances for not hitting, — 24

Therefore it is two to one that I am not hit.

The like Method is to be taken with three, four, or five Blots upon double Dice; or with Blots made upon double and single Dice at the same Time; you are then only to find out (by the Table of 36 Chances) how many there are to hit any of those Blots, and add all together in one Sum, which subtract from the Number 36, which is the Whole of the Chances upon two Dice: So doing resolves any Question required.

V. The

V.

The following Cafes are to fhew a Way of cal-
culating, which may be called a mechanical
Way of folving of Queftions of the like Nature.
I would know what are the Odds of throwing 7
twice, before 10 once?

Anfwer.

It is 5 to 4 that 10 is thrown once before 7 is
thrown twice, which is demonftrated as follows:

Suppofe the Stake depending is nine Pounds,
my firft Throw entitles me to have one third Part
of that Money, becaufe 7 has fix Chances for it,
and 10 has but three Chances, and therefore it is
two to one.

	l.	s.	d.
For the firft Throw, — —	3	0	0
Having taken 3l. out of the 9l. for the firft Throw, the Remainder is 6l. out of which a third Part is to be taken for the fecond Throw —	2	0	0
The Total is	5	0	0
Remains	4	0	0
The whole Stake is	9	0	0

VI.

I would know what are the Odds of entering a
Man upon any certain Point in two Throws?

Anfwer.

Suppofe 36 Shillings is the whole Stake depend-
ing, I would know what is my fhare of that Stake,
having laid 18 Shillings that I enter in two Throws?
By the Calculations in the Table of 36 Chances,

it

it is found that I have 11 Chances out of the 36 for entering the first Throw, for which therefore I am entitled to 11 out of the 36 Shillings.

	s.	d.
The Stake is ——	36	0
For the first Throw ——	11	0
Remains ——	25	0

The Remainder, being 25 Shillings, is to be divided into 36 equal Parts, of which I am entitled to 11 of those Parts, which makes 7s. 7½d. for the second Throw, —— —— 7 7½

Adding this to the other 11 Shillings makes my Share of the Stake to be 18 7½

Then my Adversary's Share will be 17 4½

Total of the Stake 36 0

Therefore it is very nearly 15 to 14 in Favour of entering a Man upon any certain Point in two Throws.

C H A P. VIII.

Critical Case for a Back-Game.

I.

LET us suppose A plays the Fore-Game, and that all his Men are placed in the usual Manner:

For

For B's Game, let us suppose that 14 of his Men are placed upon his Adversary's Ace Point, and one Man upon his Adversary's Deuce Point, and that B is to throw:

Query.

Which Game is likeliest to win the Hit?

Answer.

A's is the best by Gold to Silver, or 21 *for*, to 20 *against*; because, if B misses an Ace to take his Adversary's Deuce Point, which is 25 to 11 against him, A is, in that Case, to take up B's Men in his Tables, either singly, or to make Points; and if B secures either A's Deuce or Trois Point, in that Case, A is to lay as many Men down as possible, in order to be Hit, that thereby he may get a Back-Game.

When you are pretty well versed in the Game of Back-Gammon, by practising this Back-Game, you will become a greater Proficient in the Game than by any other Method, because it clearly demonstrates the whole Power of the Back-Game.

II. *Back-Game.*

Let us suppose A to have five Men placed upon his Size Point, five Men upon his Quatre Point, and five Men upon his Deuce Point, all in his own Tables:

And let us suppose B to have three Men placed upon A's Ace Point, three Men upon A's Trois Point, and three upon A's Cinque Point; let B also have three Men upon his Size Point in his own Tables, and three Men placed out of his Tables in the usual Manner;

Query.

Who has the better of the Hit?

Answer.

It is an equal Game; but, to play it critically, the Difficulty lies upon B, who is in the first Place to endeavour to gain his Cinque and Quatre Points in his own Tables; and when that is effected, he is to play two Men from A's Cinque Point, in order to oblige his Adversary to blot, by throwing an Ace, which if B hits, he will have the fairest Probability of winning the Hit.

III. *Back-Game.*

Suppose A has three Men upon B's Ace Point, and three Men upon B's Deuce Point, also three Men upon his Size Point in his own Tables, and three Men upon his usual Point out of his Tables, and three Men where his five Men are usually placed in his Adversary's Tables:

And let us suppose B has his Men placed in the same Manner, both in his own and his Adversary's Tables, with this Difference only, *viz.* instead of having three Men put upon A's Deuce Point, let him have three Men upon A's Trois Point:

Query.

Who has the best of the Hit?

Answer.

A; because the Ace and Trois Points are not so good for a Hit as the Ace and Deuce Points in your Adversary's Tables, for this Reason, because when you are bearing your Men, you have the Deuce Point in your own Tables to play your Men upon, which often prevents your making a

Blot,

Blot, which muſt happen otherwiſe to your Ad-
verſary; and take care to lay down Men to be hit
as often as you can, in order to keep your Game
backward, and for the ſame Reaſon, avoid hitting
any Blots which your Adverſary makes.

IV.

As a Caſe of Curioſity and Inſtruction.

Let us ſuppoſe A has his 15 Men upon B's Ace
Point, B is ſuppoſed to have his Barr Point, alſo
his Size, Cinque, Quatre, and Trois Points in his
own Tables:

Query.

How many Throws is A likely to take to bring
his 15 Men into his own Tables, and to bear
them?

Anſwer.

You may undertake to do it in ſeventy-five
Throws.

It is Odds in A's Favour that he throws an Ace
in two Throws; it is alſo Odds in A's Favour
that he throws a Six in two Throws; when theſe
Events happen, A has a Probability of not want-
ing above two or three Throws to play till he has
got all his fifteen Men into his own Tables:
Therefore, by a former Rule laid down to bring
your Men home, and alſo for bearing your Men,
you may be able to find out the Probability of
the Number of Throws required. *Note*, B ſtands
ſtill, and does not play.

V.

A Caſe of Curioſity and Inſtruction.

Where A and B ſhall play as faſt as uſual, and
yet A ſhall make the Hit laſt, probably, for many
Hours.   R   We

We will suppose B to have bore 13 Men, and that A has taken up the two remaining Men.

And let us suppose that A has his 15 Men, and B's Tables, *viz.* three Men upon his Size Point, three upon his Cinque Point, three upon his Quatre Point, three upon his Trois Point, two upon his Deuce Point, and one upon his Ace Point:

The Method, which A is to take, is this: Let him bring his 15 Men home, by always securing six close Points, till B has entered his two Men, and brought them upon any certain Point; as soon as B has gained that Point, A must open an Ace, Deuce, or Trois, or all three; which effected, B hits one of them, and A, taking care to have two or three Men in B's Tables, is ready to hit that Man; and also, he being assured of taking up the other Man, has it in his Power to prolong the Hit to almost any Length, provided he takes care not to open such Points, as two Fours, two Fives, or two Sixes, but always to open the Ace, Deuce, or Trois Points, for B to hit him.

VI.

I would know what are the Odds upon two Dice, for throwing two Sixes, two Fives, or two Fours, in three Throws? which, by mechanical Calculation, may be found thus:

Answer.

	s.	d.
Supposing 36 Shillings to be the Stake depending, the Thrower will be entitled to have for his first Throw, — —	3	0

Which deducted out of 36, remains 33; which divided again into 36 Parts, make

so

so many Eleven Pences, out of which the s. d.
Thrower is to have 3 for his second Throw   2   9

The Remainder, 30 Shillings and 3
Pence, is again to be divided into 36
Parts; dividing the 30 s. so, make so many
Ten Pences, and the 3 Pence divided into
so many Parts, make so many Thirds of
Farthings, of which the Thrower is to
have 3 Parts for his Share for his third
Throw ————   ————   —   2   6¾

Total for the Thrower,   8   3¼

So that it is 27s. 8d. ¾ to 8s. 3d ¼ against the
Thrower; which reduced into the smallest Num-
ber, is very nearly as 10 to 3, that two Sixes, two
Fives, or two Fours, are not thrown in two
Throws.

VII. *Back-game.*

Suppose A to have 2 Men upon his Size Point
in his own Tables, 3 Men upon his usual Point
out of his Tables, 2 Men upon the Point where
his 5 Men are usually placed in his Adversary's
Tables, 5 Men upon his Adversary's Ace Point,
and 3 Men upon his Adversary's Quatre Point.

And let us suppose B to have 2 Men upon his
Size Point in his own Tables, 3 Men upon his
usual Point out of his Tables, 2 Men upon the
Point where his 5 Men are usually placed in his
Adversary's Tables, 5 Men upon his Adversary's
Ace Point, and 3 Men upon his Adversary's Trois
Point:

R 2   *Query.*

Query.

Who has the fairest Chance to win the Hit?

Answer.

A has, because he is to play either an Ace, or a Deuce, from his Adversary's Ace Point, in order to make both these Points as Occasion offers; and having the Quatre Point in his Adversary's Tables, he may more easily bring those Men away, if he finds it necessary, and he will also have a resting Place by the Conveniency of that Point, which at all Times in the Game will give him an Opportunity of running for the Hit, or staying, if he thinks proper, Whereas B cannot so readily come from the Trois Point in his Adversary's Tables.

CHAP. IX.

I.

LET us suppose A and B place their Men in the following Manner for a Hit:

Suppose A to have 3 Men upon his Size Point in his own Tables, 3 Men upon the usual Point out of his Tables, and 9 Men upon his Adversary's Ace, Deuce, and Trois Points, 3 Men to be placed upon each Point; and suppose B's Men to be placed in his own, and in his Adversary's Tables, in the same Order and Manner.

The Result is, that the best Player ought to win the Hit; and the Dice are to be thrown for, the Situation being perfectly equal in A's and B's Game.

If A throws first, let him endeavour to gain his Adversary's Cinque Point; when that is effected,

let

let him lay as many Blots as possible, to tempt B to hit him; for every Time that B hits them will be in A's Favour, because it puts him backward; and let A take up none of B's Men for the same Reason.

A is always to endeavour to take care to have three Men upon each of his Adversary's Ace and Deuce Points; because when B makes a Blot, those Points will remain secure, and by Recourse had to a former Case (Numb. V. in the former Chapter) when A has bore 5, 6, or more Men, yet A may secure 6 close Points out of his Tables, in order to prevent B from getting his Man home: and by Recourse had to the Calculations, he may easily find out (in case he makes up his Tables) who has the better of the Hit; and if he finds that B is forwardest, he is then to endeavour to lay such Blots to be taken up by his Adversary, as may give him a Chance for taking up another Man, in case B should happen to have a Blot at home.

Those who play the foregoing Game well, may be ranked in the first Form.

II.

A Case of Curiosity.

A and B play at Back-Gammon, A has bore 13 Men, and has 2 Men to bear upon his Deuce Point, B has 13 Men in his own Tables, with two Men to enter. B is to throw, and to name the Throws both for himself and A, but not hit a Blot of either Side:

Query.

What Throw is B to name for both Parties, in order to save his Gammon?

R 3 *Answer.*

Anſwer.

B calls for himſelf 2 Aces, which enters his 2 Men upon A's Ace Point. B alſo calls 2 Aces for A, and conſequently A cannot either bear a Man, nor play one; then B calls for 2 Sixes for himſelf, and carries one Man home upon his Size Point in his own Tables, and the other he places upon his Adverſary's Barr Point: B alſo calls Size-Ace for A, ſo that A has one Man left to bear, and then B calls for himſelf either 2 Sixes, 2 Fives, or 2 Fours, any of which bear a Man, in caſe he has Men in his Tables upon thoſe Points, and to ſave his Gammon.

II.

The following Queſtion is to be attended to, as being critical and inſtructive.

Suppoſe that both your's and your Adverſary's Tables are made up:

Alſo that you have 1 Man to carry home, but that he has 2 Men on your Barr Point to carry home, which lie in wait to catch your Man, and that if you paſs him you are to win the Hit: Suppoſe alſo that you have it in your Choice to run the Riſk of being hit, by 7, or by 8, both of which are Chances upon double Dice.

Query.

Which of theſe Chances is it beſt for you to venture?

Anſwer.

That of 7, for the following Reaſons: *Firſt,* becauſe that the Chances of being hit by 7, or by 8 are equal.

Secondly

Secondly, If he does not hit 7, you will then have in your Favour 23 Chances to 13, that by your next Throw you either hit him or pass beyond him.

Thirdly, In cafe your fecond Throw fhould happen to be under 7, and that confequently you cannot hit him, yet you may play that Caft at home, and confequently leave the Blot upon double Dice.

Whereas if, on the contrary, you had made Choice of leaving the Blot upon 8, you would have made a bad Choice, for the Reafons following.

Firft, Becaufe the Chances of being hit by 7, or by 8, are only equal.

Secondly, Becaufe, if you fhould efcape the being hit by 8, yet you would then have but 17 Chances in your Favour, againft 19 for either hitting him, or paffing beyond him by your next Throw.

Thirdly, In cafe your fecond Throw fhould happen to be Size-Ace, which is fhort of him, you would then be obliged to play the Man that is out of your Tables, not being able to play the Six at home, and confequently to leave a Blot to be hit by a fingle (or flat) Die; which Event, upon Suppofition that you play for 18 Shillings a Game, would entitle him to 11 Shillings of the whole Stake depending.

The LAWS of BACK-GAMMON.

1st. IF you take a Man from any Point, that Man muft be played; the fame muft be done if two Men are taken from it.

2dly, You are not underftood to have played any Man, till you have placed him upon a Point, and quitted him.

3d, If you play with 14 Men only, there is no Penalty attending it, becaufe by playing with a leffer Number than you are entitled to, you play to Difadvantage, by not having the additional Man to make up your Tables.

4th. If you bear any Number of Men, before you entered a Man taken up, and which confequently you was obliged to enter, fuch Men, fo borne, muft be entered again in your Adverfary's Tables, as well as the Man taken up.

5th. If you have miftaken your Throw, and played it, and if your Adverfary has thrown, it is not in your or his Choice to alter it, unlefs both Parties agree to it.

End of the GAME *of* BACK-GAMMON.

THE GAME OF

BILLIARDS,

WITH THE

RULES and ODDS:

Together with the different Kinds of Games which are play'd on a Billiard Table.

THE Length of a Billiard Table is ufually about twelve Feet, and the breadth fix Feet, covered with fine green Cloth, furrounded with Cufhions to prevent the Balls rolling off, and make them rebound. There are Pockets at the four Corners, and two in the Middle oppofite each other, to receive the Balls. The making of a Hazard, that is putting the Adverfary's Ball in one of the Pockets, at the common Game, reckons two in favor of the Player. The Rules generally obferv'd are,

I. For the Lead, put the Ball at one End, and ftrike it againft the further Cufhion, fo that upon the Return it may be nearest the Cufhion where you ftrike from.   II. The

II. The Person whose Ball is nearest to the Cushion is to Lead and chuse the Ball.

III. The Leader is to place his Ball even with the Nail, and to pass the middle Pocket; and if he holes himself, he loses the Lead.

IV. The Person that follows the Leader must stand within the Corner of the Table, and not place his Ball beyond the Nail.

V. He that misses his Adversary's Ball loses one.

VI. Touching both Balls is deemed a foul Stroke; and thereby putting in an Adversary's Ball obtains nothing; in this Case the Striker, who puts in his own, loses two.

VII. He that holes or pockets both Balls loses two.

VIII. He that strikes upon his Adversary's Ball, and holes himself, loses two.

IX. He that misses his Adversary's Ball, and holes himself, loses three.

X. He that strikes both Balls over the Table loses two.

XI. The Person who strikes his Adversary's Ball over the Table wins two; but he that strikes his own Ball over the Table, and misses his Adversary's Ball, loses three.

XII. The Person that retains the End of his Adversary's Stick when playing, or endeavours to baulk his Stroke, loses one.

XIII. He that plays another's Ball, without Permission, loses one.

XIV. The Person who takes up his Ball, or his Adversary's, without Permission, loses one.

XV. He

XV. He that stops either Ball, when running, loses one; and if near the Holes loses two.

XVI. The Person who blows upon the Ball, when running, loses one; and if near the Holes, loses two.

XVII. He that plays out of his Turn loses one.

XVIII. When the Ball rests upon the Edge of the Hole, and after being challenged it falls in, it does not count, but must be put where it was before.

XIX. Any Person, not being one of the Players, stopping a Ball, it must stand in the Place where it was stopped.

XX. The Person who Plays without a Foot upon the Ground loses one.

XXI. Any Person is at liberty to change his Stick in Play.

XXII. When any Difference arises respecting the Play, he that marks the Game, or the Majority of the Company, decide it.

XXIII. Any Person who lays any Wager, and does not play, he shall not give Advice to the Players upon the Game.

Besides the common Game, which is twelve up with one on each Side, and fifteen when there are two on each Side, there are several Kinds of Games played at Billiards, *viz.* The Losing Game; the Winning and Losing; Choice of Balls; Bricole; Carambole; a Four-game; Hazards, &c.

The *Losing Game* is the common Game nearly reversed, except hitting of the Balls, which is as much to be attended to in this as in the other Game.

Game. In putting yourself in, you win two;
by putting your Adversary in, you lose two; but
if you pocket both Balls you get four.

The winning and losing Game is a Combination of
both Games; that is to say, all Balls that are
made, reckon, and double Balls four. At this
Game, and also at the losing Game, knocking over,
or forcing the Balls over the Cushion, do not count
as at the common Game.

Choice of Balls, is chusing each Time which Ball
the Player pleases, which is doubtless a great Ad-
vantage, and is generally played against losing and
winning.

Bricole, is to make a Point of hitting a Cushion,
and rebounding, before you touch your Adver-
sary's Ball; otherwise you lose a Point: This is
a great Disadvantage, and is reckoned between even
Players to be equal to receiving about 8 and 9.

Carambole, is a species of Game played with
three Balls, one being red, which is neutral, and
is placed upon a Spot upon a Line with the String-
ing Nail. Each of the Opponents, at the first
Stroke of a Hazard, play from a Mark upon a
Line with it at the other End of the Table. The
chief Object of this Game is to hit with your
own Ball the two other Balls, which is called a
Carambole, and by which the Player wins two.
Putting in the red or neutral Ball is three, the
Adversary's Ball two; so that Seven may be gain-
ed at one Stroke, by caramboling and putting in
both Balls. The Game is fixteen up.

The chief Object of this Game, after making
what we have been describing by the Carambole
Stroke

Stroke is the Baulk; that is to pocket the white Ball, and bringing your own Ball and the red one below the Stringing Nail, from whence the Players begin. By this Means, the Adversary is obliged to play Bricole from the oppofite Cushion, to his great Difadvantage.

Hazard is a Game that depends entirely upon the making of Hazards, without any Regard to any Game or Score. Any Number of Perfons, as far as fix, may play, by having Balls that are numbered. The Perfon who pockets a Ball receives the Sum played for of the Owner of the Ball pocketed; and the Perfon who miffes forfeits Half the Price of a Hazard to the Perfon whofe Ball he plays upon.

The ODDS *at* BILLIARDS, *which are all calculated for the common Game.*

EVEN PLAYERS.

1 love	- is -	5 to 4		7 do.	- is -	6 to 1
2 do.	- is -	3 to 2		8 do.	- is -	10 to 1
3 do.	- is -	7 to 4		9 do.	- is -	15 to 1
4 do.	- is -	2 to 1		10 do.	- is -	60 to 1
5 do.	- is -	3 to 1		11 do.	- is -	63 to 1
6 do.	- is -	4 to 1				

No more than a Guinea to a Shilling is ufually laid.

EVEN PLAYERS.

2 to 1	- is -	5 to 4		6 to 1	- is -	7 to 2
3 to 1	- is -	3 to 2		7 to 1	- is -	4 to 1
4 to 1	- is -	7 to 4		8 to 1	- is -	9 to 1
5 to 1	- is -	2 to 1		9 to 1	is about 10 to 1

S Ten

Ten to one is generally laid 21 to 1, but is in
Reality much more, though not commonly laid;
but calculated as near as possible to be 50 to 1.

11 to 1 - is - 60 to 1	8 to 2 - is - 6 to 1
3 to 2 - is - 5 to 4	9 to 2 - is - 7 to 1
4 to 2 - is - 8 to 5	10 to 2 is about 20 to 1
5 to 2 - is - 7 to 4	often laid - 21 to 1
6 to 2 - is - 5 to 2	11 to 2 - is - 23 to 1
7 to 2 - is - 3 to 1	

5 to 4 - is - 5 to 4	9 to 4 - is - 9 to 2
6 to 4 - is - 7 to 4	10 to 4 - is - 10 to 1
7 to 4 - is - 2 to 1	11 to 4 - is - 12 to 1
8 to 4 - is - 4 to 1	

6 to 5 - is - 3 to 2	9 to 5 - is - 4 to 1
7 to 5 - is - 7 to 4	10 to 5 - is - 9 to 1
8 to 5 - is - 3 to 1	11 to 5 - is - 10 to 1

7 to 6 - is - 5 to 4	10 to 6 - is - 5 to 1
8 to 6 - is - 2 to 1	11 to 6 - is - 6 to 1
9 to 6 - is - 5 to 2	

8 to 7 - is - 7 to 4	10 to 7 - is - 4 to 1
9 to 7 - is - 2 to 1	11 to 7 - is - 5 to 1

9 to 8 - is - 4 to 3	11 to 8 - is - 3 to 1
10 to 8 - is - 5 to 2	

10 to 9 - is - 2 to 1	11 to 9 - is - 5 to 2

11 to 10 - is - 5 to 4

When

When he who gives another Two
is————————1 to 2,————————that

1 to 2 - is -	5 to 4		7 to 2 - is -	9 to 4
2 all - is -	3 to 2		8 to 2 - is -	10 to 1
3 to 2 - is -	1 to 2		9 to 2 - is -	11 to 1
4 to 2 - is -	5 to 8		10 to 2 - is -	27 to 1
5 to 2 - is -	5 to 2		11 to 2 - is -	31 to 1
6 to 2 - is -	4 to 1			

When he who gives another Two
is————————4 all,————————that

4 all - is -	3 to 2		8 to 4 - is -	5 to 1
5 to 4 - is -	5 to 8		9 to 4 - is -	6 to 1
6 to 4 - is -	5 to 2		10 to 4 - is -	15 to 1
7 to 4 - is -	3 to 1		11 to 4 - is -	16 to 1

6 all - is -	4 to 3		9 to 6 - is -	3 to 1
7 to 6 - is -	3 to 2		10 to 6 - is -	6 to 1
8 to 6 - is -	5 to 2		11 to 6 - is -	7 to 1

When he who gives another Two
is————————8 to 7,————————that

8 to 7 - is -	2 to 1		10 to 7 - is -	6 to 1
9 to 7 - is -	5 to 2		11 to 7 - is -	7 to 1

8 all - is -	5 to 4		10 to 8 - is -	3 to 1
9 to 8 - is -	3 to 2		11 to 8 - is -	4 to 1

9 all - is -	4 to 3		11 to 9 - is -	3 to 1
10 to 9 - is -	5 to 2			

10 all - is -	6 to 5		11 to 10 - is -	7 to 5

11 all - is -	5 to 4	

S 2

When he who receives Two from another,
is————3 love,————that

3 love - is - 5 to 4	8 ditto - is - 8 to 1
4 ditto - is - 8 to 5	9 ditto - is - 9 to 1
5 ditto - is - 9 to 5	10 ditto - is - 21 to 1
6 ditto - is - 3 to 1	11 ditto - is - 23 to 1
7 ditto - is - 7 to 2	

When he who receives Two from another,
is————6 to 4,————that

6 to 4 - is - 5 to 4	9 to 4 - is - 7 to 2
7 to 4 - is - 3 to 2	10 to 4 - is - 8 to 1
8 to 4 - is - 3 to 1	11 to 4 - is - 9 to 1

8 to 6 - is - 3 to 2	10 to 6 - is - 4 to 1
9 to 6 - is - 7 to 4	11 to 6 - is - 9 to 2

8 to 7 - is - 5 to 4	10 to 7 - is - 3 to 1
9 to 7 - is - 3 to 2	11 to 7 - is - 7 to 2

When he who receives Two from another,
is————9 to 8,————that

9 to 8 - is - 7 to 6	11 to 8 - is - 5 to 2
10 to 8 - is - 2 to 1	

9 all - is - 4 to * 3	11 to 9 - is - 2 to 1
10 to 9 - is - 7 to 4	

11 to 10 - is - even	11 all is - 4 to * 3

When he who receives Four from another,
is————6 love,————that

6 love - is - 2 to 1	9 ditto - is - 6 to 1
7 ditto - is - 5 to 2	10 ditto - is - 16 to 1
8 ditto - is - 5 to 1	11 ditto - is - 17 to •

* Against him.

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6 to 2 - is -   3 to 2 |  9 to 2 - is -   9 to 2
7 to 2 - is -   8 to 5 | 10 to 2 - is - 12 to 1
8 to 2 - is -   4 to 1 | 11 to 2 - is - 13 to 1
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Common Odds of the Hazards.

When 2 are given, the Odds of the Hazard are 6 to 5.

When 3 are given, the Odds are 5 to 4.
When 4 are given, the Odds are 3 to 2.
When 5 are given, the Odds are 8 to 5.
When 6 are given, the Odds are 2 to 1.

The full Odds that you don't get two Hazards together, between even Players, are,   3 to 1

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3  together  are   ——————    7  to  1
4  ditto     are   ——————   15  to  1
5  ditto     are   ——————   31  to  1
6  ditto     are   ——————   63  to  1
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The End of the GAME *of* BILLIARDS.

THE

LAWS OF CRICKET.

THE Ball must weigh about five Ounces and a Half, and must not exceed five Ounces and three Quarters.

It must not be changed during the Game without the Consent of both Parties.

The Bat must not exceed four Inches and one Quarter in the broadest Part.

The Stumps should be twenty-two Inches, and the Bail six Inches long.

The Bowling-Crease, which is parallel with the Stumps, must be three Feet in Length, with a Return-Crease.

The Popping-Crease to be three Feet ten Inches from the Wickets; which must be opposite to each other, at twenty-two Yards distance.

The Party which go from their own Country or Home, shall have the Choice of the Innings and the Pitching of the Wickets, which shall be within thirty Yards of a Centre fixed by the Adversaries,

The

The Parties meeting at a third Place, the Bowlers tofs up for the Pitching of the firft Wicket, and the Choice of going in.

The Ball muft be delivered by the Bowler with one Foot behind the Bowling-Creafe, and within the Return-Creafe; and he fhall bowl four Balls before he changes Wickets, which he fhall do but once in the fame Innings.

The Bowler may command the Player at his Wicket to ftand on which Side of it he pleafes.

The Striker, as every one knows, is out if the Bail is bowled off, or the Stump bowled out of the Ground:

If the Ball, from a Stroke over or under his Bat, or upon the Hands (but not Wrifts) is held before it touches the Ground, though it be hugged to the Body of the Catcher, the Striker is out.

If, in ftriking, both the Strikers Feet are over the Popping-Creafe, and his Wicket is put down, except his Bat is grounded within it, he is out.

If the Striker runs out of his Ground to hinder a Catch, he is out.

If a Ball is ftruck up, and he wilfully ftrikes it again, he is out.

If, in running a Notch, the Wicket is ftruck down by a Throw, or with the Ball in Hand, before his Foot, Hand, or Bat, is grounded over the Popping-Creafe, he is out; but if the Bail is off, a Stump muft be ftruck out of the Ground by the Ball.

If the Striker touches or takes up the Ball before it has lain ftill, unlefs at the Requeft of the oppofite Party, he is out.

If

If he puts his Leg before the Wicket with intention to stop the Ball, and actually prevents the Ball from hitting his Wicket by it, he is out.

When the Players have run by each other, he that runs for the Wicket that is put down is out; but if they have not passed by each other, he that has left the Wicket that is put down is out.

While the Ball remains in the Bowler's or Wicket-Keeper's Hands, the Strikers are not obliged to keep within their Ground till the Umpire has called *Play*; but if the Player removes from his Ground with an Intent to run, before the Ball is delivered, the Bowler may put him out.

If a Ball is struck up in the Running-Ground between the Wickets, the Strikers are permitted to hinder its being catched; but they must neither strike at, nor touch the Ball with their Hands.

When the Ball is struck up, the Striker may guard his Wicket either with his Bat or his Body.

If, in Single-Wicket Matches, the Striker moves from his Ground to strike at the Ball, he shall have no Notch for such Stroke.

The Wicket-Keeper is to stand at a proper Distance behind the Wicket, and shall not move till the Ball is delivered from the Bowler's Hand, and shall not by any Noise, &c. incommode the Striker; and if his Hands, Knees, Foot, or Head, be over or before the Wicket, though the Ball hit it, it shall not be out.

Two Minutes shall be allowed by the Umpires for each Man to come in, and fifteen Minutes between each Innings; when the Umpires call *Play*, the Party refusing to play shall lose the Match.

The

'The Umpires are the fole Judges of fair and unfair Play, and have a Power to determine all Difputes.

A Striker being hurt the Umpires are to allow another to come in, and the Perfon hurt fhall have his Hands in any Part of that Innings.

But they are not to order a Player out, unlefs appealed to by the Adverfaries.

If the Bowler's Foot is not really behind the Bowling-Creafe, and within the Return-Creafe, when he delivers the Ball, the Umpire unafked ought to call *No Ball.*

When the Strikers run a fhort Notch, the Umpires are to call *No Notch.*

The End of the GAME *of* CRICKET.

THE

GAME OF TENNIS.

THE ufual Size of a Tennis-Court is ninety-fix or feven Feet in length, by thirty-three or four in Breadth. A Net hangs acrofs the Middle, over which the Ball muft be ftruck, to make any Stroke good. A Tennis-Court has a long covered Paffage before you enter the Dedans, the Place where Spectators ufually ftand; into which, whenever a Ball is played, it counts for a certain Stroke. This long Paffage is divided into different Galleries, viz. from the Line towards the Dedans, in the firft Gallery, Door, fecond Gallery, and the laft Gallery, which is called the Service-fide. From the Dedans to the laft Gallery are the Figures 1, 2, 3, 4, 5, 6, at a Yard diftance from each other, marking the Chaces, one of the moft effential Parts of this Game. On the other Side the Line is the firft Gallery, Door, fecond Gallery, and laft Gallery, which is called the Hazard-Side: Every Ball which is played into the laft Gallery, on this Side tells for a certain Stroke, the fame as into the Dedans. The Figures 1, 2, are between the fecond and this laft Gallery, marking the Chaces on the Hazard-Side. The Pent-Houfe over this long Gallery, on which

the

the Ball is played from the Service-Side to begin
a Set of Tennis, and if the Player fails striking
the Ball (so as to rebound from the Pent-House)
over a certain Line on the Service-Side, it is
reckoned a Fault; two of them are counted for a
Stroke. If the Ball passes round the Pent-House,
on the opposite side of the Court, and falls beyond a
particular described Line, it is called Passe, and
goes for nothing; the Player is to serve again.

On the Right-hand of the Court from the De-
dans, a Part of the Wall projects, in order to
make a Variety in the Stroke, and render it more
difficult to be returned by the Adversary, and is
called The Tambour: The Grill is the last Thing
on the Right-hand, wherein if the Ball is struck,
it is reckoned 15, or a certain Stroke.

Six Games make a Set of Tennis, but if what
is called an Advantage Set is played, two succes-
five Games above five Games must be won to de-
cide; or, in Case it should be six Games all, two
succestive Games must still be won on one Side
to conclude the Set.

When one Player gives his Service, in order to
begin the Set, his Adversary is supposed to re-
turn the Ball, wherever it falls after the first Re-
bound, untouched; for Example; if at the Fi-
gure 1, the Chace is called at a Yard, that is to
say, at a Yard from the Dedans; this Chace re-
mains till a second Service is given, and if the
Player on the Service Side lets the Ball go after
his Adversary returns it, and if the Ball falls on
or between any one of these Figures, they must
change Sides, for he will be then on the Hazard
Side

Side to Play for the firſt Chace, which if he wins by ſtriking the Ball ſo as to fall, after its firſt Rebound, nearer to the Dedans than the Figure 1, without his Adverſary's being able to return it from its firſt Rebound, he wins a Stroke, and then proceeds in like Manner to win a ſecond Stroke, &c. When a Ball falls on a Line with the firſt Gallery, Door, ſecond Gallery, or laſt Gallery, the Chace is alſo called at ſuch or ſuch a Place, naming the Gallery, &c. If it is juſt put over the Line, it is called a Chace at the Line. When the Player on the Service-Side returns a Ball ſtrong enough to ſtrike the Wall on the Hazard-Side, ſo as to rebound, after the firſt Hop, over the Line, it is alſo named a Chace at the Line.

On the Hazard-Side the Chaces proceed from the Ball being returned either too hard, or too feebly, ſo that the Ball, after its firſt Rebound, falls on this Side the Line which deſcribes the Hazard-Side Chaces, in which Caſe, it is a Chace at 1, 2, &c. provided there is no Chace depending, and according to the Spot where it exactly falls. When they change Sides, the Player, in order to win this Chace, muſt put the Ball over the Line, any where, ſo that his Adverſary does not return it. When there is no Chace on the Hazard-Side, all thoſe Balls which are put over the Line from the Service-Side, without being returned, reckon.

Inſtead of being marked one, two, three, four, the Game is called for the firſt Stroke, *fifteen*; for the ſecond, *thirty*; for the third, *forty*; and for the fourth, *Game*; unleſs the Players get four

Strokes

Strokes each; then, instead of calling it *forty all*, it is called *Deuce*, after which, as soon as any Stroke is got, it is called *Advantage*, and in case the Strokes become equal again, *Deuce* again; till one of the Players gets two Strokes following, to win the Game.

At this Game the odds are very uncertain, on Account of the Chaces.

The lowest Odds given is a *Bisque* (except Choice of the Sides,) and is the Liberty of scoring a Stroke whenever the Player, who receives Advantage, chooses; for Example, let a Game be forty to thirty, he who is forty by taking the *Bisque* becomes Game.

Fifteen, is a Stroke given at the Beginning of a Game.

Half-thirty, is *Fifteen* given the first Game, and *Thirty* the second; and so on to the whole *Thirty*, *Forty*, &c.

Half-Court, is obliging the Player to play into the Adversary's Half-court, and is of great Advantage to the Adversary.

Touch no Wall, is another considerable Advantage given to the Adversary.

Round Service, is serving the Ball round the Pent-House.

Barring the Hazard, That is, not reckoning the Dedans, Tambour, Grill, or the last Gallery, or the Hazard-side, &c. &c.

The Odds usually laid, making Allowance for difference of play and particular Circumstances, are as follow:

The first Stroke being won, that is, fifteen Love, the Odds are,   T   Of

Of the single Game — —	7	to 4
Thirty Love — —	4	to 1
Forty Love — —	8	to 1
Thirty Fifteen — —	2	to 1
Forty Fifteen — —	5	to 1
Forty Thirty — —	3	to 1

The Odds of a four Game set, between even Players, when the first Game is won, are 7 to 4

When two Games Love —	4	to 1
Three Games Love —	8	to 1
When two Games to one —	2	to 1
Three Games to one —	5	to 1

The Odds of a six Game set, between even Players, when the first Game is won, are 3 to 2

When two Games Love —	2	to 1
Three Games Love — —	4	to 1
Four Games Love — —	10	to 1
Five Games Love — —	21	to 1
When two Games to one —	8	to 5
Three Games to one —	5	to 2
Four Games to one — —	5	to 1
Five Games to one — —	15	to 1
When three Games to two —	7	to 4
Four Games to two — —	4	to 1
Five Games to two — —	10	to 1
When four Games to three —	2	to 1
Five Games to three — —	5	to 1

The Odds of an Advantage set, between even Players, when the first Game is won, are 5 to 4

When two Games Love —	7	to 4
Three Games Love — —	3	to 1
Four Games Love — —	5	to 1
Five Games Love — —	15	to 1

When

When two Games to one		—	4	to 3
Three Games to one	—	—	2	to 4
Four Games to one	—	—	7	to 2
Five Games to one	—	—	10	to 1
When three Games to two		—	3	to 2
Four Games to two	—	—	3	to 1
Five Games to two	—	—	8	to 1
When four Games to three		—	8	to 5
Five Games to three	—	—	3	to 1
When five Games to four		—	2	to 1
When six Games to five		—	5	to 2

T 3   THE

THE
GAME OF HAZARD.

THIS Game may be played by any Number of Persons. He who takes the Box and Dice throws a Main, that is to say, a Chance for the Company, which must be above four, and not exceed nine, otherwise it is no Main, consequently he must keep throwing till he brings five, six, seven, eight, or nine; this done, he must throw his own Chance, which may be any above three, and not exceeding ten; if he throws two Aces or Trois-ace (commonly called Crabs) he loses his Stakes, be the company's Chance, which we call the Main, what it will. If the Main should be seven, and seven or eleven is thrown immediately after, it is what is called a Nick, and the Caster (that is the present Player) wins out his Stakes. If eight be the Main, and eight or twelve is thrown immediately after, it is also called a Nick, and the Caster wins his Stakes. The Caster throwing any other Number for the Main, such as are admitted, and brings the same Number directly afterwards, it is likewise termed a Nick, and he also wins whatever Stakes he has made. Every three successive Mains the Caster wins, he pays half a Guinea to the Box or Furnisher of the Dice.

At this Game the Meaning of a Stake or Bett somewhat differs from any other. If a Person chooses to lay some Money with the Thrower or

Caster,

Caster, he muſt put his Caſh upon the Table, within a Circle which is deſcribed for that Purpoſe; this done, if the Caſter agrees to it, he knocks the Box upon the Table at the Perſon's Money with whom he intends to bett, or particularly mentions at whoſe Money he throws, which is ſufficient, and he is obliged to anſwer whatever Sum is down, unleſs the Staker calls to cover; in that Caſe the Caſter is obliged to ſtake alſo, otherwiſe the Betts would be void. It is optional in the Perſon who betts with the Thrower, to bear any Throw which the Caſter may be going to caſt, provided neither of the Dice is ſeen; if one Dice ſhould be diſcovered, the Caſter muſt throw the other to it, unleſs the Throw is barred in proper Time.

The common Odds, which are eſſentially neceſſary to be underſtood, before any Body attempts to play or bett at this Game, are as follow:

If ſeven is thrown for a Main, and four the Chance, it is two to one againſt the Perſon who throws: If ſix to four is thrown, five to three; if five to four is thrown, four to three; ſeven to nine, three to two; ſeven to ſix, three to two barring the two Trois; with the two Trois, only ſix to five: ſeven to five, three to two: ſix to five, an even Bett, barring the Doublets or the two Trois; with the Trois, five to four: eight to five, an even Bett, barring the two Fours; five to four with the two Fours; nine to five, even: nine to four, is four to three: The Nick of Seven is ſeven to two, but often laid but ten to three, and five to one you do not nick Six or Eight.

To

To illustrate these Calculations still more clear‑ly, peruse the following Table.

TABLE *of the* ODDS.

7 to 4 is 2 to 1
6 to 4 is 5 to 3
5 to 4 is 4 to 3
7 to 9 is 3 to 2
7 to 6 $\left\{\begin{array}{l} \text{3 to 2}\\ \text{6 to 5} \end{array}\right\}$ barring two Trois
with the two Trois.
7 to 5 is 3 to 2
6 to 5 $\left\{\begin{array}{l} \text{even, barring two Trois.}\\ \text{5 to 4 with two Trois.} \end{array}\right.$
8 to 5 $\left\{\begin{array}{l} \text{even, barring two Fours.}\\ \text{5 to 4 with two Fours.} \end{array}\right.$
9 to 5 is even.
9 to 4 is 4 to 3,

The Nick of Seven is seven to two, often laid ten to three.

The Nick of Six and Eight is five to one.

A Person ought to be perfectly Master of these Odds, so as to have them as quick as thought, in order to play the prudent Game, and to make Use of them by way of insuring Betts in what is call'd Hedging, in case the Chance happens to be not a likely one, for by taking the Odds a ready Calculator secures himself and often stands Part of his Bett to a Certainty. For Example, if Seven is the Main, and Four the Chance, and he has five Pounds depending on the Main, by tak‑ing six Pounds to three, he must either win two Pounds or one Pound; and on the contrary, if he does not like his Chance by laying the Odds against himself, he must save in Proportion to the Bett he has made. THE

THE
GAME of QUINZE.

THIS Game depends entirely upon Chance, being foon decided, and not requiring that Attention which moft other Games on the Cards do, it is therefore calculated for thofe who love to fport upon an equal chance.

It is called Quinze, a French term from fifteen being the Game, which muft be made in the following Manner : Firft, the Cards muft be fhuffled by the two Players (for feldom more than two play this Game) and when they have cut for Deal, which is the Lot of him who cuts the loweft, the Dealer has the Privilege to fhuffle them laft ; the Adverfary then cuts them, after which the Dealer gives one Card to his Adverfary, and one to himfelf; if the Adverfary diflikes his Card, he may have as many Cards given him, one after the other, as will make fifteen, or come neareft to it, which are ufally given from the Top of the Pack : For Example, if he fhould have a Deuce, and draws a Five, which makes feven, he muft go on again, in Hopes of coming nearer to fifteen, if he draws an Eight, which makes juft fifteen, and being Eldeft-hand, he is fure of winning the Game; but if he over-draws himfelf, and exceed the number of fifteen, he lofes, unlefs the Dealer does the fame, in which Cafe, it is a drawn Game, and they double their Stakes ; thus going on till one of them has won the Game by ftanding, and being neareft to fifteen, &c. At the Conclufion of each Game the Cards are fhuffled, and the Players cut for Deal, the Elder-hand has the Advantage in this Game. THE

THE

GAME of LANSQUENET.

THIS may be played by almost any Number of People. The Dealer begins by shuffling the Cards, and having them cut by any other Person of the Party; after which he deals out two Cards on his Left-hand, turning them up; then one for himself, and a fourth, which he places in the Middle of the Table, for the Company, called the *rejouiffance* Card. Upon this Card, any, or all of the Company, except the Dealer, may put their Money, which the Dealer is obliged to answer, by staking an equal Sum to the Whole that is put upon it by different Persons. He continues dealing and turning the Cards upwards, one by one, till two of a Sort appear; for Instance, two Aces, two Deuces, &c. which in order to separate, and that no Person may mistake for single Cards, he places on each Side of his own Card; and as often as two, three, or the fourth Card of a Sort come up, he always places them, as before, on each Side of his own. Any single Card the Company have a Right to take and put their Money upon, unless the Dealer's own Card happens to be double, which frequently occurs by his Card being the same as one of the two Hand Cards which he first of all dealt out, on his

Left.

Left-hand: thus he continues dealing till he brings either their Cards, or his own. As long as his own Card remains undrawn he wins; and which ever Card comes up first, loses. If he draws or deals out the two Cards on his Left, which are called the Hand-Cards, before his own, he is entitled to deal again; the Advantage of which is no other, than his being exempted from losing when he draws a similar Card to his own immediately after he has turned up one for himself.

This Game is frequently played more simply without the *rejouissance* Card, giving every Person round the Table a Card to put their Money upon. Sometimes it is play'd by dealing only two Cards, one for the Dealer, and another for the rest of the Company.

F I N I S.